**STARFIGHTER GAME -- FINAL PROJECT – Part 2**

**Lab Goal :** This lab was designed to teach you more about OOP and using Abstract Classes and Interfaces.

**Lab Description :**  You are the StarFighter and your job is to destroy all of the enemies that enter your space. The StarFighter ship and enemy ships will share lots of the same properties. This lab provides the perfect opportunity to use inheritance, abstract classes, and interfaces. You will also review ifs, loops, and ArrayList / Matrices.

**Task Four** – Extend the MovingThing class to make the Alien class. Fill in appropriate methods. Aliens may move side to side as well as moving down as the game progresses.

**Task Five** – Add two Aliens to the OuterSpace class (one at position: 100,50 and one at 150,50). Test the Alien class with StarFigher to make sure all methods work.

**Task Six** – Create the AlienHorde class. Test is with StarFighter. Your horde should be of size 20 and it should move.

