**STARFIGHTER FINAL PROJECT – Part 3**

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

**Lab Description :** Write a first person shooter game. 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 Seven** – Make your Ship shoot some type of Ammo. You must make an Ammo class that extends MovingThing. Start with just a single Ammo. Check you code with OuterSpace and StarFighter. When you make ammo, it should look like it came from the ship (same position) and should have a speed of 5. Make sure you only make one bullet (even though the computer will read your space press as multiple bullets). You need to “turn off” the space key.

**Task Eight** – Make the Bullets class that will consist of an ArrayList of ammo. Check you code with OuterSpace and StarFighter. When you add ammo, it should look like it came from the ship (same position) and should have a speed of 5. Make sure you only add one bullet (even though the computer will read your space press as multiple bullets). You need to “turn off” the space key.

