Lab 02 – Java CSCI 325

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**Class Project: Centipede Game**

An array of segment objects starts at the top of the screen then zig zags back and forth across the screen working its way down to the bottom. The player sits at the bottom of the screen moving left and right attempting to shoot projectiles at the object (centipede). The game is won when the player shoots all the segments of the centipede. The game is lost when any remaining segments reach the bottom of the screen. Results display (Length of time stayed alive, Count of segments shot).