Check	Requirement	Notes
✓	The project must include at least 3 classes, where at least 1 class is derived from one of the other classes.	UML Diagram
✓	Implicit casting and explicit casting must be shown in your code.	`Game` class
✓	The project must include at least 2 packages.	UML Diagram
✓	The following keywords must appear in your source code: `public`, `protected`, `private`, `this`, and `super`.	-
✓	There are at least 3 containers (i.e., `JFrame` or `JPanel`).	-
✓	There are at least 4 distinct components (e.g., `JButton`, `JLabel`).	-
✓	Two distinct layout managers must be used.	`FlowLayout` `BorderLayout`
✓	At least 2 distinct geometric shapes must be drawn by the method `paintComponent`.	`DisplayPanel` class
✓	At least 2 different colors are used in drawing these geometric shapes.	`DisplayPanel` class
✓	At least 3 sources fire events, and at least 1 listener monitors the events. Actions must be performed accordingly.	`Game` is a listener linked to other panels with components.
✓	At least 3 types of events learned in the class must be included.	- `ActionListener` and `ItemListener` in `Game` class - `KeyListener` and `MouseListener` in `AbstractController` class
✓	At least 1 static method in the Math class is called by an overridden method of a listener.	`KeyController` class
✓	A timer must be created and used in your project.	`Game` class