```java
import java.awt.Color;
/**
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 * @teacher     Coglianese
 * @period      2
 * @version     11-7-18
 *
 * Prize is a Spot that can lightup from red to yellow
 */
class Prize extends Spot
{
    /**
     * Constructs prize according to specified integers
     *
     * @param       x       X of prize
     * @param       y       Y of prize
     * @param       r       Radius of prize
     */
    public Prize(int x, int y, int r)
    {
        super(x, y, r, Color.RED);
    }

    /**
     * Makes the color of the Prize yellow
     */
    public void lightup()
    {
        c = Color.YELLOW;
    }
}
```