

***Project #2 Computer 009***

Create a game of your choice. This will be an group project but you are welcome to communicate and dialog with other students in the class for help/ideas. The following is required for your game:

1. The game must be based on at least one class of your creation. More than one class is welcome.
2. The class must have multiple properties with get and set blocks as well as private variables and public functions. Make sure that your class doesn’t allow bad data to be entered into the properties.

A sample game might have a spaceship shooting at foreign objects randomly floating by. Try not to start off too big. Set it up in steps. You can always add to the game as you build it.