

Design Overview for Space Shooter

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Summary of Program

The Space Game is a 2d shooter game where the player controls a ship and battles against enemy ships. The objective is to shoot down as many as possible and get a high score with only 3 lives.

Required Roles

Describe each of the classes, interfaces, and any enumerations you will create. Use a different table to describe each role you will have, using the following table templates.

Table 1: PlayerShip

Responsibility	Type Details	Notes
Shoot bullets	Bullet type	
Decrease lives	integer	Decrease player's lives
Track score	Integer	Keep track of player's score
Move ship	Void(x,y)	Move ship based on the x and y coordinates

Table 2: EnemyShip

Responsibility	Type Details	Notes
Shoot bullets	Bullet type	
Move ship	Void()	Randomize movement

Table 3: Bullet

Responsibility	Type Details	Notes
Move bullet	Void()	Make bullet move in a direction

Class Diagram

