

```
/**
 * ICS4U Presentation: Project Space Wars
 *
 * @author Albert Lai, Alex Li, Aristos Theocharoulas, Henry Ma, and Star Xie
 * @version November 2019
 */
```



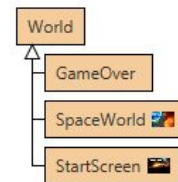
Overview



Worlds: StartScreen

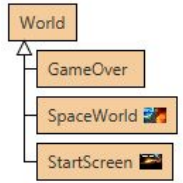
```
public class StartScreen
```

```
Extends greenfoot.World
```



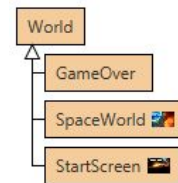
Worlds: SpaceWorld

```
public class SpaceWorld  
Extends greenfoot.World
```



Worlds: GameOver

```
public class GameOver  
Extends greenfoot.World
```



Units

```
public abstract class Units  
Extends greenfoot.Actor
```

Miners

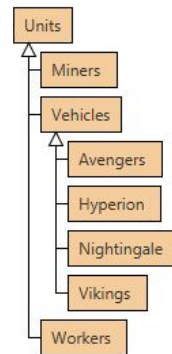


Go into Mines and make money

Workers



Either go into Factories and
make Vehicles or build a new
Factory



Vehicles

public abstract class Vehicles
Extends greenfoot.Actor.Units



Viking



Attacks enemy
vehicles and
buildings



Nightingale



Defends buildings
and attacks vehicles



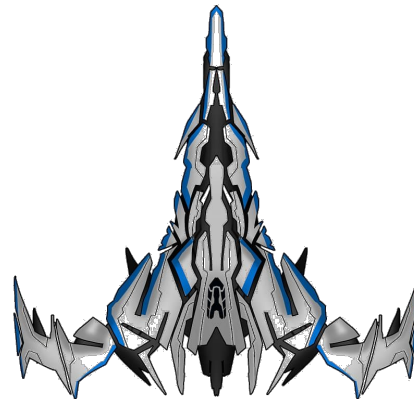
Avenger



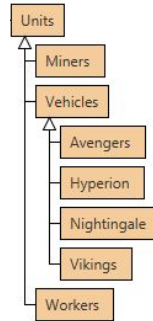
Targets enemy
buildings



Hyperion



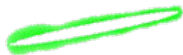
Megaship that
shoots missiles and
one-shots vehicles



Ammunition

```
public abstract class Ammunition  
Extends greenfoot.Actor
```

Bullet

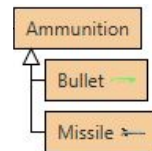


Moves in a straight line and
deals damage to enemy
building or vehicle

Missile



Targets the closest enemy
vehicle or building and deals a
radius of damage upon contact
with enemy



Buildings

public abstract class Buildings

Extends greenfoot.Actor



CommandCentre



Commands each team
and creates workers
and miners



Factory



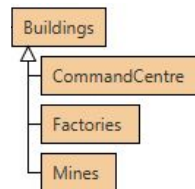
Houses workers that
make vehicles



Mine



Houses miners that
make \$\$\$



ScoreBoard

```
public class Scoreboard  
Extends greenfoot.Actor
```

Scoreboard

Team BUILDINGS		Team UNITS		Team KILLS		Team \$\$\$	
RED	7	RED	10	RED	1	BLUE	81000
BLUE	7	BLUE	7	BLUE	0	RED	40000



Number of Buildings
still standing



Amount of Workers
& Miners in the
World



How many ships
were destroyed



Total money of both
teams → Used to
make vehicles