## **Form** Game gw : GameWorld + Game() + play()

## GameWorld

- GameWorld: vector
- MAX\_NPS\_MISSILE : final int
- MAX\_PS\_MISSILE: final int
- MAX\_MISSILE\_FUEL : final int
- ASTEROID\_HIT\_SCORE : final int
- NPS\_HIT\_SCORE : final int
- INITIAL\_SHIP\_LOC : final Point2D
- playerScore : int
- gameTicks : int
- + init()
- randomIntInRange()
- randomHeading()
- randomSpeed()
- randomSize()
- randomBlinkRate()
- randomLocation()
- decPlayerShipLives()
- removeNPS()
- removeAsteroid()
- removeMissile()
- removeNonPlayerShipMissileLaunch
- playerShipExists()
- missileExists()
- nonPShipExists()
- asteroidExists()
- gameOver()
- getPlayerShipIndex()
- getNonPlayerShipIndex()
- getMissileIndex()
- moveObjects()
- updateFuelLevels()
- blinkSpaceStation()
- + addNewAsteroid()
- + addNonPlayerShip()
- + addSpaceStation()
- + addPlayerShip()
- + increasePSSpeed() + decreasePSSpeed()
- + turnPSLeft()
- + turnPSRight()
- + turnMissileLuncher()
- + firePSMissile()
- + launchNPSMissile()
- + jumpHyperspace()
- + reloadPSMissiles()
- + asteroidHit()
- + nonPSHit()
- + playerShipHit()
- + playerShitCrashed() + playerShipHitNPS()
- + asteroidsCollide()
- + asteroidHitNPS()
- + gameClockTick()
- + printDisplay()
- + printMap() + quitGame()





