#### **Super Glutton Rabbit game**

Two people can play the game using the keyboard to move their own bunny to eat carrots. The bunny that takes more carrots will be the winner of the competition.

<u>Main</u>	
Start Game Write players name	CarrotFrame

### **CarrotFrame**

Key Pressed Action Performed CarrotComponent extends JFrame implements KeyListener implements ActionListener

### <u>CarrotComponent</u>

Random Point

**Check Collisions** 

**Key Pressed** 

**Paint Component** 

Reset Game

extends Jcomponent

saveScore

// up to 3 games for one

competition

## **SaveScore**

Save Score Player name New Game

# ScoreStuck