# OOP – Environment System

The goal of this lab is to study the **Environment System** and extend its functionality. You are **NOT allowed to directly edit** any of the contents of the **Core** and **Interface** namespaces (only the **Generator** namespace).

## Night Sky

So far so good – snowflakes fall down, melt and stack. Let's **turn off** the snow for now (can be done in the **ObjectGenerator** class) and implement a **night sky**.

### Step 1 – Stars

Let's create a **Star** class that will simply model a star in the night sky. The star should stay static and only **change its image** every **10th** **frame** (i.e. every **10th** engine loop iteration). The image should be one of the following '**O**', '**@**', '**0**', and should be chosen **at random**. The effect should resemble stars flickering.

Test your new star by adding several of it to the **ObjectGenerator**.

The visual result should be similar (stars changing their visual representation):



