

Game Description:

This is an endless running game. The objective is to get the highest score possible. The health of your spaceship starts out as 8. If you get hit by an asteroid your health decreases by 2. If you get hit by a laser your health decreases by 1. If you collide with a spaceship your health decreases by 3.

You can collect health pickups as well.

To pause the game press escape. Press Enter to continue or press escape to return to the main menu.

If you lose press Escape to return to the main Menu.

Code Description:

Our game class loads all files for images and sounds and uses functions from Interstellar class based on User input.

Important notes:

- Spaceship class is completely abstract.
- Unit class is inherited by all other classes which require drawing.
- Interstellar is created and deleted dynamically based on user input.
- We use Abstract, Builder and Factory patterns.

U.M.L

