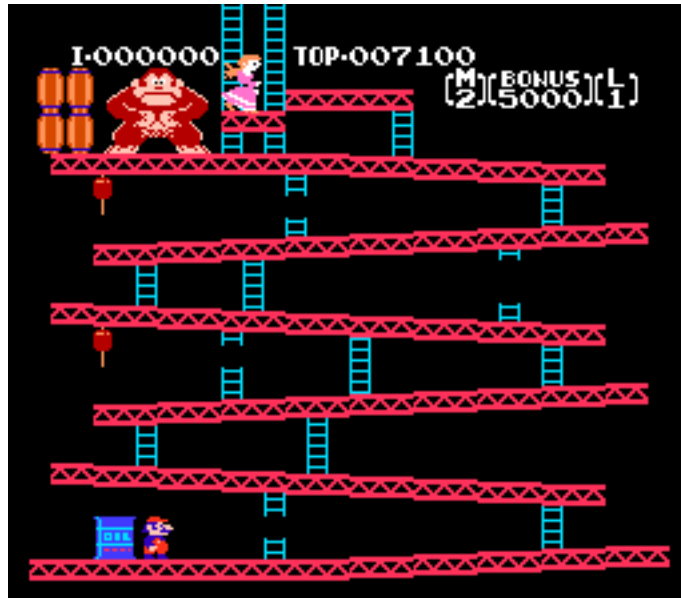# Homework 1

- Define objects for the Donkey Pong game, e.g. Mario, Gorilla, Cask, Map... You do not need to develop an entire game, you need to define classes, method names and parameters used for game. Similar to the example we did in the class but with more details.

- Your code must include inheritance, overriding a method and overloading a method at least once.
- You must be very careful, with naming conventions, which affect your homework mark, including getter/setters, Capital/Small, ...
- Your home work will be evaluated based on your code OOPness and the naming convention.

Evaluation
Your homework grade will be calculated based on following criteria
Does the code compile. If not, you cannot get its mark.
Does it performs all tasks that has been asked in the assignment.
Is the code readable, did you put enough comments, respecting java naming conventions, etc.
Does it include a descriptive *read.me* file.
Are you able to explain your code and answer my questions about this. Cheating will not be tolerated at any cost.

- Any delay on assignment submission will result in grade deduction, 10% per day. After two days later the assignment will not get accepted at all.
- If there is an extreme circumstances such as getting sick or death of relatives, you can communicate with me about the late assignment. However, I would not accept anything without proper evidence.