

## Appendix - Bullet

```
package src;

import java.awt.Color;
import java.awt.Graphics2D;

public class Bullet extends Actor {
    private int frame;

    public Bullet(Dictator d){
        super(d, new Position(d.StarCaptain.getPosition()), new
Movement(d.bulletSpeed*Math.cos(d.StarCaptain.rotation),
d.bulletSpeed*Math.sin(d.StarCaptain.rotation)),1);
        edgeCollision = true;
        frame = 0;
        setColor(Color.WHITE);
    }

    public void update(Dictator d){
        super.update(d);
        this.frame++;
        this.getPosition().add(this.getVelocity());
        if(frame > 140){
            d.score--;
            remove();
        }
    }

    public void collided(Actor a, Dictator dic) {
        // TODO Auto-generated method stub
        if(a.getClass() == Asteroid.class){
            remove();
        }
    }

    public void draw(Graphics2D g, Dictator d) {
        // TODO Auto-generated method stub
        g.setColor(getColor());
        g.drawOval(0, 0, 2, 4);
    }
}
```