Please note that we had many issues with Eclipse when we imported a project. Eclipse continuously deleted our bin folder and replaced with its own bin folder. when running the game the user may get null pointers exceptions since all the required pictures for the game are in the path bin/resource. Therefore, if this happens, please copy and paste the resource folder provided into the bin folder created by Eclipse after importing the project.

Thank you

to run the game run MainGame.class

ASTEROIDS++ team