

1 – StellarCrush.java

2 – Use of Hashmaps, implements Maps in GameState, GameObjectLibrary.

3 - playerObject extends GameObject, use for polymorphism.

4 – The followings additions were made:

- I added a Grey Scale in updateObjects3D for more realistic camera, when the objects are further away from the camera the darkness decreases and becomes grey.
- I added a ball count to show how close you are to completing the level
- I added a difficulty choice for increased game difficulty.
- I added mouse control instead of keys and have more realistic physics when moving the mouse
- Made “flames” on the player when it thrusts in one direction
- Boundary conditions halves the velocity and changes the direction of the objects

5 – Didn’t use the Camera or IViewport (still included in zip folder though), it was easier for me to just handle this in GameState.

6 – N/A

7 – N/A

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