**Class Definition:**

public abstract class ControlledGameObject extends GameObject implements Moveable

**Constructors:**

|  |  |
| --- | --- |
| Identifier: | ControlledGameObject(int xPosition, int yPosition, Color color, KeyboardController control) |
| Parameters: | xPosition – an int representing the x coordinate of the instance  yPosition – an int representing the y coordinate of the instance  color – a Color object representing the color of the instance  control – a KeyboardController used to control the movement of the instance |
| Return Value: |  |
| Other: |  |

**Abstract Methods:**

All abstract methods are inherited from the parent class and Moveable interface

**Methods:**

Class does not define any additional methods