**Class Definition:**

public abstract class MovingGameObject extends GameObject implements Moveable

**Constructors:**

|  |  |
| --- | --- |
| Identifier: | MovingGameObject(int xPosition, int yPosition, int xVelocity, int yVelocity, Color color) |
| Parameters: | xPosition – an int representing the x coordinate of the instance  yPosition – an int representing the y coordinate of the instance  xVelocity – an int representing the horizontal speed of the instance  yVelocity – an int representing the vertical speed of the instance  color – a Color object representing the color of the instance |
| Return Value: |  |
| Other: |  |

**Abstract Methods:**

All abstract methods are inherited from the parent class

**Methods:**

|  |  |
| --- | --- |
| Identifier: | getXVelocity() |
| Parameters: |  |
| Return Value: | **int** – The x velocity of the MovingGameObject |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getYVelocity () |
| Parameters: |  |
| Return Value: | **int** – The y velocity of the MovingGameObject |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setXVelocity (int xVelocity) |
| Parameters: | xPosition – An int type representing the x velocity of the MovingGameObject |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setYVelocity (int yVelocity) |
| Parameters: | yPosition – An int type representing the y velocity of the MovingGameObject |
| Return Value: |  |
| Other: |  |

**Overridden Methods:**

|  |  |
| --- | --- |
| Identifier: | move() |
| Parameters: |  |
| Return Value: |  |
| Other: | Overridden method from the Moveable interface. This method adjusts the position of the MovingGameObject based on its x and y velocities. |