**Class Definition:**

public class Obstacle extends MovingGameObject

**Constructors:**

|  |  |
| --- | --- |
| Identifier: | Obstacle(int xPosition, int yPosition, int size, Color color) |
| Parameters: | xPosition – an int representing the x coordinate of the Obstacle  yPosition – an int representing the y coordinate of the Obstacle  size – an int representing the diameter of the Obstacle  color – a Color object representing the color of the Obstacle |
| Return Value: |  |
| Other: |  |

**Methods:**

|  |  |
| --- | --- |
| Identifier: | getSize() |
| Parameters: |  |
| Return Value: | **int –** The size of the Obstacle |
| Other: |  |