**Class Definition:**

public class PowerUp extends MovingGameObject

**Constructors:**

|  |  |
| --- | --- |
| Identifier: | PowerUp(int xPosition, int yPosition, char symbol, Color color) |
| Parameters: | xPosition – an int representing the x coordinate of the PowerUp  yPosition – an int representing the y coordinate of the PowerUp  symbol – a char representing what letter the PowerUp should display  color – a Color object representing the color of the PowerUp |
| Return Value: |  |
| Other: |  |

**Methods:**

|  |  |
| --- | --- |
| Identifier: | onCollection(GamePanel game) |
| Parameters: | game – the GamePanel instance that contains the game properties. |
| Return Value: |  |
| Other: | It may be necessary to great an increaseLives method in the GamePanel class so that this method does not need to directly modify field values.  An alternative approach if using multiple powerups is to declare this method as abstract and have the GamePanel class instantiate any PowerUp objects as anonymous classes and override the method there so that it isn’t necessary to pass an instance of GamePanel to this method or to create subclasses for different power-ups. |