Game extends JApplet implements Runnable

serialVersionUID : long

img : BufferedImage

offScreen : Image

g2d : Graphics2D

player : PlayerShip

hud : HeadsUpDisplay

th : Thread

gameTicks : int

gameScore : int

TICK\_TIME : int

X\_SIZE : int

Y\_SIZE : int

SPAWN\_GAP : int

init() : void

run() : void

stop() : void

paint(Graphics) : void

update(Graphics) : void

getScore() : int

addScore(int) : void

addAsteroid() : Asteroid

GameWorker : class

GameComponent extends JComponent

serialVersionUID : long

img : BufferedImage

imgX : int

imgY : int

xVel: double

yVel : double

rVel: double

xPos : int

yPos : int

rot : double

dead : boolean

moveTick() : void

isOffscreen(int, int) : void

paint(Graphics) : void

getPosition() : double[]

getVelocity() : double[]

getRotation() : double

getRotVelocity() : double

distanceTo(double[], double[]) : double

HeadsUpDisplay extends JComponent

serialVersionUID : long

playerShip : PlayerShip

life : BufferedImage

lifeImgX : int

lifeImgY : int

HeadsUpDisplay(PlayerShip)

Paint(Graphics) : void

PlayerShip extends GameComponent

serialVersionUID : long

accel : double

lives : int

keyBinds : ConcurrentHashMap<String, Boolean>

MAX\_VEL : double

MIN\_VEL : double

PlayerShip()

getLives() : int

moveTick() : void

toString() : String

PressAction : class

ReleaseAction : class

Bullet extends GameComponent

serialVersionUID : long

lifetime : int

Bullet(int, int, double, double, double)

moveTick() : void

Asteroid extends GameComponent

serialVersionUID : long

Asteroid()

moveTick() : void

checkBulletCollisions() : void