ReadMe

1. The main class for compilation and running is StellarCrush.java. The game will not work with the old stdlib.jar file so a new one has been included which must be made the default class path in DrJava.

2. The class Sounds.java implements the interface soundsControl.java. The variables occur in StelalrCrush.java.

3. Class inheritance occurs when the class PlayerObject.java inherits the methods used in GameObject.java. It does this because PlayerObject is indeed a subclass of GameObject. Polymorphism occurs due to the fact that PlayerObject introduces additional methods not used for every GameObject.

4. –All game objects (including the player) can collide with the universe sides and accurately bounce back.
   -The player has been drawn in a way that makes it look more interesting (it looks like Pacman!) The "mouth" of the player serves as a way to see how it is orientated and rotates with the player.
   -A timer is used which acts as incentive to reach the WINNER state faster. If the LOSER state is reached, the timer is not displayed.
   -Every time the player eats an object, it grows in size and mass according to the size and mass of the object consumed.
   - Music has been introduced to give the game a retro feel.
   -A "handbrake" button has been introduced.
   -A secret boost button which makes the game much easier has also been introduced. (W)

5. The only deviation was that I did not use the class IViewPort. This is due to the fact that my first person camera renders in a different way and does not need to physically follow the player. It seemed redundant to use the aforementioned class.

6. The following is a list of libraries used:

   java.awt.event.KeyEvent;

   java.util.Collection;

   java.util.HashSet;

   java.util.Iterator;

   java.util.HashMap;

   java.util.Map;

   java.util.Set;

   java.awt.Color;

   java.util.Map;

   java.util.Map.Entry;

   java.util.TreeMap;

   java.awt.Font;

java.io.*;

javax.sound.sampled.*;

7. No changes were made to the book`s standard libraries.
8.