Space shooter

At the start of the class we create the bucket game that gave me the idea of creating a 2d shooting game.

The player have to protect the earth by destroy the asteroid .

The player have 200 health,when the stone disappear from the screen or asteroid collides with player. The health will decrease 20 , when the health runs to zero Game over.

The ideal of this game should have enemy AI and level design.There will be boss fight at the certain level.

In this project, I learn how to use AABB collision and PImage and pixel art. Still can’t figuring out how to use inheritance in my game.I tried to use Gameobject as the parent class of Player, Stone, and bullets. But each object have different function like stone have to drop at the certain amount and the bullet have to generate when the player pressed spacebar.And I can’t figure out how to do that.