

## Summary of classes

### AnimatedImage.java

Deals with the animation of images such as explosion.

### Bunker.java

This is the class that creates the bunkers at the bottom as well as providing methods for dealing with collisions with the bunker.

### Collidable.java

Provides several methods for comparing colliding objects.

### ControlScreen.java

Deals with all the options in the game controls menu as well as setting the default controls

### DefaultCriticter.java

This is the class that creates the standard enemy including its default position, orientation, and collision protocols.

### Disposable.java

Deals with the disposing of unnecessary entries into the array which stores objects.

### Enemy.java

Handles all code relating to the enemies including states alive, exploding, and dead.

### EnemyGroup.java

Deals with the movement and collisions of the group of enemies as a single entity.

### GameAudio.java

Handles all the game's audio.

### GameOverScreen.java

Creates the game over screen.

### GlobalSettings.java

Sets several global settings such as screen size and volume.

### HighScoreScreen.java

Creates and handles the high score option.

### InvadersGameState.java

Deals with the state of the game such as starting a new game, new levels, and the game ending.

### InvadersFrame.java

Deals with the drawn frame of the game (Fullscreen or windowed) as well as the buffering.

### InvadersPanel.java

Handles most of the menu options including drawing and selection.

### MainGame.java

Runs the game

### MenuScreen.java

Deals with the menu movement options.

### Missiles.java

Handles everything to do with the missile object.

### PowerUp.java

Handles most things to do with power ups.

### PowerUpManager.java

Deals with power up display duration.

### ScoreKeeper.java

ScoreKeeper is a simple score incrementer with draw method. You can store the score in one class and pass a reference to other classes that might want to update it.

### Shooter.java

Deals with all things relating to the shooter including base hp, current state, power ups and collisions.

### Starfield.java

Deals with the drawing of the background starfield.

### TextAnimation.java

Handles the animation of text.

### Tutorial.java

Tutorial.java creates the additional instructions required to run the tutorial.

### Utils.java

Draws the HUD.