Phase 2 Submission

Group Members

Marielle Billig

Peter Dobbs

Lauren Ernst

Requirements

Phase 1 plus updated missile count, objects (bombs, etc) destroyed when hit by missiles, multiple objects in the sky, and high score tracking.

Psuedocode

Secondary

Holds all panels, etc. Main class of game.

Draw

Graphical implementation class

FPhissixks

Physics class

Base

Class for Bases

Bomb

Class for bombs

Missile

Class for missiles

Tests