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\* The class KeyValues contain values for the keys being used.

\* The values will run through the program to check the values.

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import java.awt.event.KeyEvent;

public class KeyValues {

// variable W to hold the key value of W for forward motion

public static final int W = 87;

// variable A to hold the key value of A for turning left

public static final int A = 65;

// variable S to hold the key value of S for backward motion

public static final int S = 83;

// variable D to hold the key value of D for turning right

public static final int D = 68;

// variable E to hold the key value of E for stopping the ship

public static final int E = 69;

// variable Enter to hold the key value of Enter for shooting lasers

public static int ENTER = KeyEvent.VK\_ENTER;

}