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Interfaces:

Animation
Collidable
HitListener
HitNotifier
LevelInformation
Menu
Sprite
Task

- These Interfaces are from previous missions

Classes:

Ass7Game: this is the main program.

Alien: this class extends Block. A class, which responsible for creating a single alien; it creates the alien's shot

AlienRemover: A class, which responsible for remove an alien after hitting it and remove the ball.

Aliens: A class, which responsible for creating a list of aliens

implementations:

(a) the Aliens formation: The class is responsible for creating a list of aliens, in addition it is responsible for the aliens velocities during the phase and at each new stage.
A function initializes the phase each time of disqualification

(b) shots by aliens- The alien shoots every 0.5 seconds, if the shot hits the paddle, the player loses his life and the game starts from scratch

(c) shots by player-The paddle shoots every 0.35 seconds, if the player hits the alien, the alien disappears and the player gets 100 points.