**Project Information Document**

**Student number:**

**Please fill in your answers in the empty spaces below each question.**

1. Provide details on the **interface inheritance** in your code, **and where (i.e. which variables in which class) you use variables of that type**. This need not be exhaustive, just an example or two should be fine.

The GameState class inheretied from the MouseListener, KeyListener, ActionListener and JPanel classes.

1. Provide details on the **class inheritance** in your code, **and where it is used for polymorphism**.

The projectile, invader, and player classes inherited from the Character class. This was used in the GameState class to manipulate the objects.

1. Specify additional work you have done in the bulleted list below, in decreasing order of complexity. **No marks will be awarded for work not listed here.**

We added background images to some of the backgrounds.

1. Document and motivate any **additional libraries used** (Except stdlib and classes included with the JDK)

We did not use any other libraries.

1. Document **any changes made to the standard library** provided by the textbook authors.

We did not make any changes to the standard library.

1. Briefly describe the extent of your collaboration with the other members of your group.

We had meetings to discuss which member did a certain part of the program, and we also helped each other when we were struggling with problems.