List of Classes and Interfaces

AlienColumn.java

AlienFleet.java

Animation.java

Ass7Game.java

BackgroundSpaceInvaders.java

Ball.java

BallRemover.java

Block.java

BlockRemover.java

Collidable.java

CollisionInfo.java

CountdownAnimation.java

Counter.java

EndGame.java

enemy.png

GameEnvironment.java

GameFlow.java

GameLevel.java

HighScoresAnimation.java

HighScoresTable.java

HitListener.java

HitNotifier.java

HitSides.java

KeyPressStoppableAnimation.java

LevelInformation.java

LevelNameIndicator.java

Line.java

LivesIndicator.java

Menu.java

MenuAnimation.java

mothership.jpg

ObjectSelection.java

Paddle.java

PauseScreen.java

Point.java

Rectangle.java

ScoreIndicator.java

ScoreInfo.java

ScoreTrackingListener.java

SpaceInvaders.java

Sprite.java

SpriteCollection.java

Task.java

Velocity.java

Implementation

(Note: included here is my planned implementation as well. Unfortunately I did not manage to complete my program before the Shabbat-I will explain my planning).

A) The Aliens formation was generated in the two classes "AlienFleet" and "AlienColumn" In which I generated a 'fleet' consisting of multiple columns of aliens. (AlienFleet generated several AlienColumns) which each consisted of multiple "Blocks" that were defined as "aliens" which would disappear upon being struck by a 'shot'.

B) The shields were generated in "Space Invaders" as several Blocks which would disappear upon being struck by a 'shot'.

C) / D) "Shots" were to be "Balls" generated during "moveOneTurn" as time and (for the player) a Keypress permitted. These balls would have only a vertical Velocity and would generate (through our HitListener and HitNotifiers) a notification upon hitting. At which point the relevant block or 'ball' (shot) would be removed depending on what the ball or block came into contact with. [in the event of a ball only contacting the "deathzones"

(top/bottom of the screen) the ball would be removed. In the event of a ball hitting a block. Then (as relevant) the block would be removed.

PostScript:
As you can see I did NOT manage to complete my code in the time allotted, hopefully my planned layout as described above is sufficient for understanding my intended program.

Left for me to add:
HitSides would trigger a 'moveOneStepY' an 'increaseSpeed', and a 'flipX'

Shooter class to be created. Would be implemented (as permitted by runtime and/or KeyBoardSensor in animation (and inside 'doOneTurn')

Add a hitListener that would remove (relevant) blocks if they hit each other