

## 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.