

## Game Project - Phase 3 (15 pts)

Now we add some game elements.

1. **(10 pts)** Create a Bullet (or Laser) class that will be the OOP class for what the ship fires. These should be a point (or line) that has a velocity and that is also updated like the Ship and Asteroid(s). Reference the particle class from your assignment. Create a method in the Ship class that creates and returns a new Bullet/Laser:  
    Bullet pew\_pew(){ }  
    The bullet should emit with velocity the direction the ship is pointing and also inherit the velocity of the ship.
2. **(5 pts)** Extend your Asteroid code to now populate your game with a vector of Asteroids.