

Smalltalk Programming

Lesson 6

We will continue from your last lesson where you created objects based upon what they are or what they do. Today you will consider what the objects do and how they work with each other. This will help you to better understand how to begin coding your game.

Use Figure 1 to help identify what your objects need to do and how they will interact with one another.

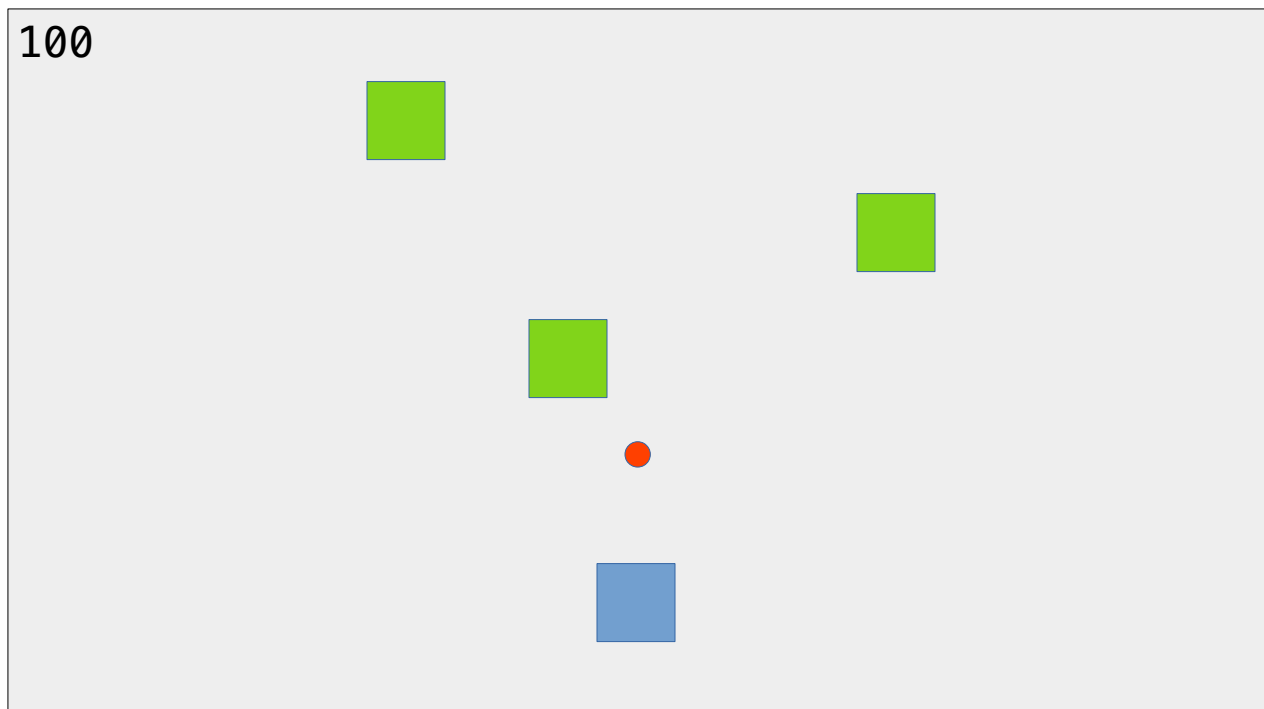


Figure 1: Example game screen

1. How will your ShooterGame, Ship, Shot, Enemy, and Score objects behave? How will they interact with one another?