

Milestone 3: Create an `Asteroid` class. Create an array of moving `Asteroids`.

For this milestone, you will create a class that represents an asteroid, create an array of these asteroids, and make them move across the screen. Each asteroid will be drawn as a polygon, so this class will be very similar to your `Ship` class. The instructions below are for the minimum requirements, but you are welcome to make a more complex set of asteroids (which can count towards the extra features needed for the final milestone or for extra credit).

Create an `Asteroid` class that extends `Polygon`. Create a constructor and a `paint(...)` method that are similar to the ones in `Ship`. If you can figure out a way to use the same `paint(...)` method to draw both the ship and the asteroids (think about what class such a method should be in), you can save yourself some work by doing that instead.

Next create an array of `Asteroids` as a NON-STATIC object in the main game class `Asteroids`. (You can also use an `ArrayList` instead of an array.)

Test out your code so far by making your array of `Asteroids` appear on the screen.

Now we want to get the `Asteroids` moving. Write a `move()` method in the `Asteroid` class that is similar to the one for your ship, except it should move the `Asteroids` automatically, instead of waiting for the user to press a key.

Finally add code to your `Asteroids.paint(...)` method in the main game class to call `move()` for each `Asteroid` in the array.