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import gameutil.*;
import javax.swing.*;
import java.util.*;
import java.awt.*;
import java.awt.event.*;
import java.io.*;

public class GravitySoccer extends ListeningGameComponent
{
    Field field = new Field();

    public GravitySoccer()
    {
        super(640,480);
    }

    public void draw(Graphics g)
    {
        if(field != null)
            field.draw(g);
    }

    public void update()
    {
        if(field != null)
        {
            if(isKeyPressed("UP"))
                field.player2.move(Direction.NORTH);
            if(isKeyPressed("DOWN"))
                field.player2.move(Direction.SOUTH);
            if(isKeyPressed("RIGHT"))
                field.player2.move(Direction.EAST);
            if(isKeyPressed("LEFT"))
                field.player2.move(Direction.WEST);

            if(isKeyPressed("W"))
                field.player1.move(Direction.NORTH);
            if(isKeyPressed("S"))
                field.player1.move(Direction.SOUTH);
            if(isKeyPressed("D"))
                field.player1.move(Direction.EAST);
            if(isKeyPressed("A"))
                field.player1.move(Direction.WEST);

            if(isKeyPressed("H"))
            {
                resetKeys();
                JOptionPane.showMessageDialog(this, "-1st Player-\nW/A/S/D -\nMove\nSpace - Turn on gravitational pull\n\n-2nd\nPlayer-\nArrows - Move\nNumpad-0 - Turn on gravitational\npull\n\nH: Help Menu");
            }

            field.update(isKeyPressed("SPACE"), isKeyPressed("Numpad-0"));
        }
    }

    public static void main(String[] args)
    {
        JOptionPane.showMessageDialog((new GravitySoccer()).makeTestWindow(),
            "Press H for help.");
    }
}

```