Tanks Wars Class UML

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Design 3

GameObject

Tank

Bullet

PowerUp

Moveable

HealthBar

UnbreakableWalls

BreakableWalls

LiveCount

Explosion

GameWorld

WorldMap

GamePlay

TankWarsGUI

Controller

GameClock
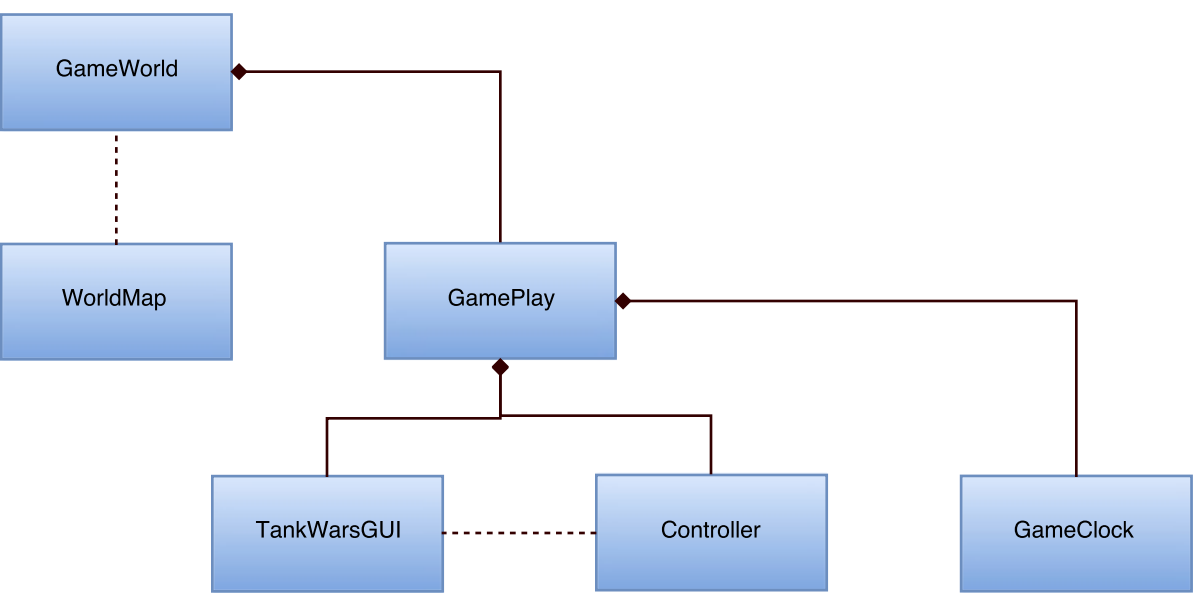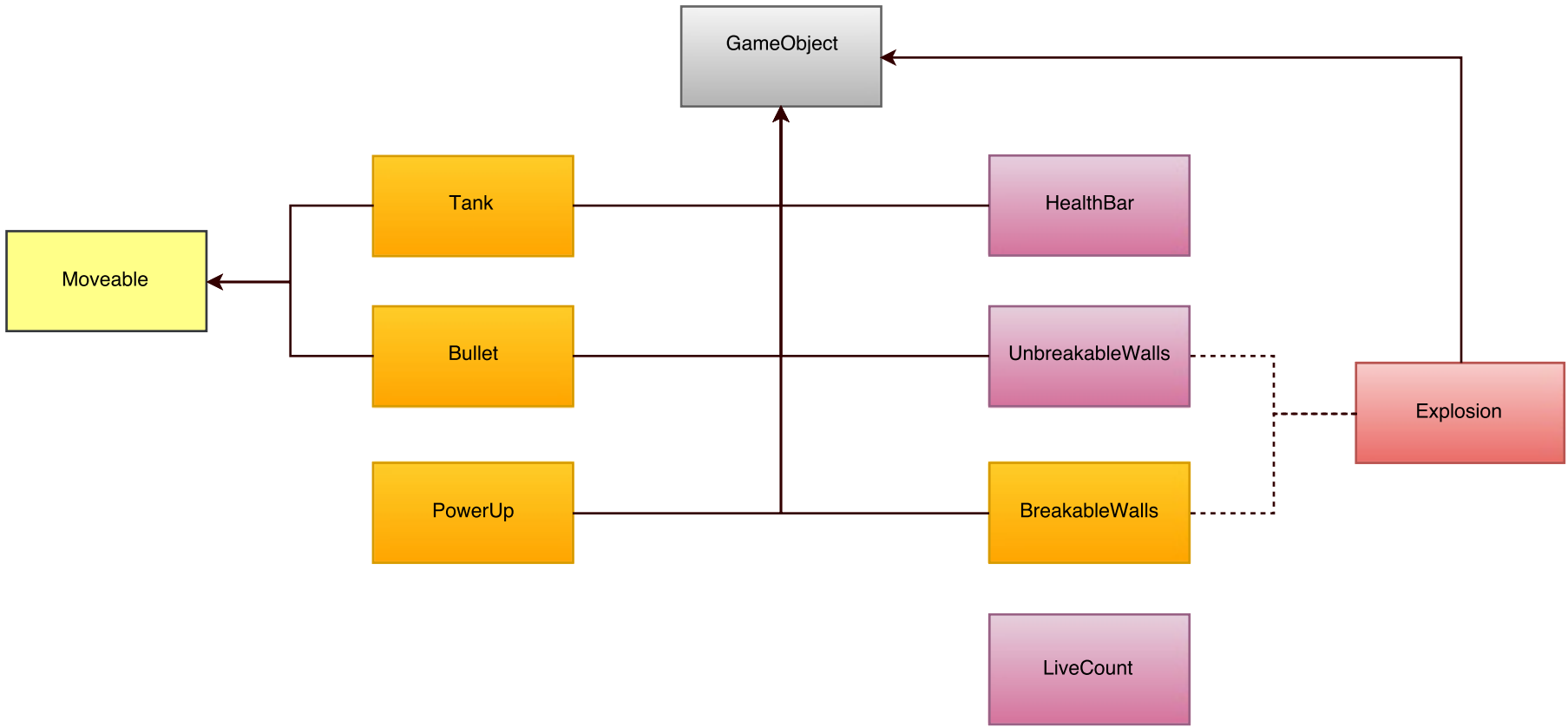
Legend

	Abstract Class
	Collidable Object
	NonCollidable Object
	Game Engine
	Stand Alone Class
	Other Object
→	Inheritance
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◆—	Composition