matrixObject

- # int location
- # bool isAlive
- # bool canMove
- # int hitsLeft
- # objectType oType
- + matrixObject()
- + matrixObject(int row, int col, objectType objectType)
- + virtual ~matrixObject()
- + const int * getLocation() const
- + void setLocation(int row, int col)
- + bool getIsAlive() const
- + bool getCanMove() const
- + void takeAHit()
- + objectType getType() const



movingObject

- # orientation orient
- # int oldLocation
- + movingObject(int row, int col, objectType oType, orientation orient)
- + virtual ~movingObject()
- + int * newLocation(int numOfCols, int numOfRows, bool atReverse=false) const
- + const int * getOldLocation() const
- + void setNewLocation(int newRow, int newCol)
- + orientation getOrientation() const



bullet

- + bullet(int row, int col, orientation orient, objectType oType)
- + ~bullet() override