Systems

## **SystemsController**

- SMALL\_FRAGMENT\_IDENTIFIER: final int
- MEDIUM\_FRAGMENT\_IDENTIFIER: final int
- LARGE\_FRAGMENT\_IDENTIFIER: final int
- smallFragmentDestroyed: boolean
- mediumFragmentDestroyed: boolean
- largeFragmentDestroyed: boolean
- + init(): void
- + update(): void
- + getSmallFragmentIdentifier(): int
- + getMediumFragmentIdentifier(): int
- + getLargeFragmentIdentifier(): int
- + setSmallFragmentDestroyed(): void
- + setMediumFragmentDestroyed(): void
- + setLargeFragmentDestroyed(): void
- + getSmallFragments(): int
- + getMediumFragments(): int
- + getLargeFragments(): int

## Wave

- numberOfWaves: int
- smallFragments: int
- mediumFragments: int
- largeFragments: int
- <Constructor> Wave()
- ~ createWave(): void
- ~ updateWave(): void
- ~ incrementNumberOfWaves: void
- ~ getSmallFragments(): int
- ~ getMediumFragments(): int
- ~ getLargeFragments(): int

## Score

- Score: int
- SMALL FRAGMENT POINTS: final int
- MEDIUM\_FRAGMENT\_POINTS: final int
- LARGE\_FRAGMENT\_POINTS: final int
- <Constructor> Score():
- ~ updateScore(): void
- @Override
- + toString(): String