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
- + 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
- + updateScore(): void
- @Override
- + toString(): String
- + getScore(): int