# Weapons

## Boundary objects

* Button
* IrReceiver
* IrLed
* OLedDisplay

## Control objects

* Player
  + Lives
  + Damage
  + Id
* Weapon
  + Cooldown
* Detector
  + Cooldown

## Entity objects

None

## Application-Logic objects

* IrSignal

# Game leader

## Boundary objects

* IrReceiver
* IrLed
* KeyPad
* OLedDisplay

## Control objects

* GameLeader

## Application-Logic objects

* IrSignal