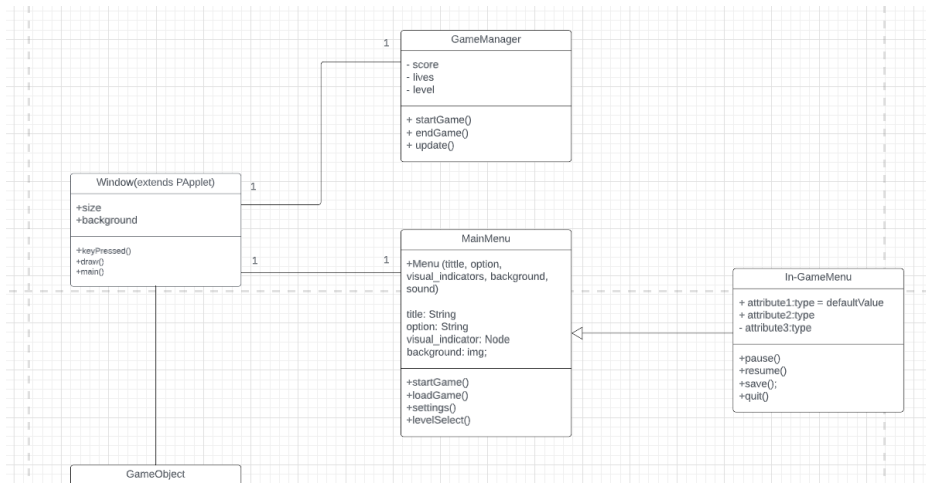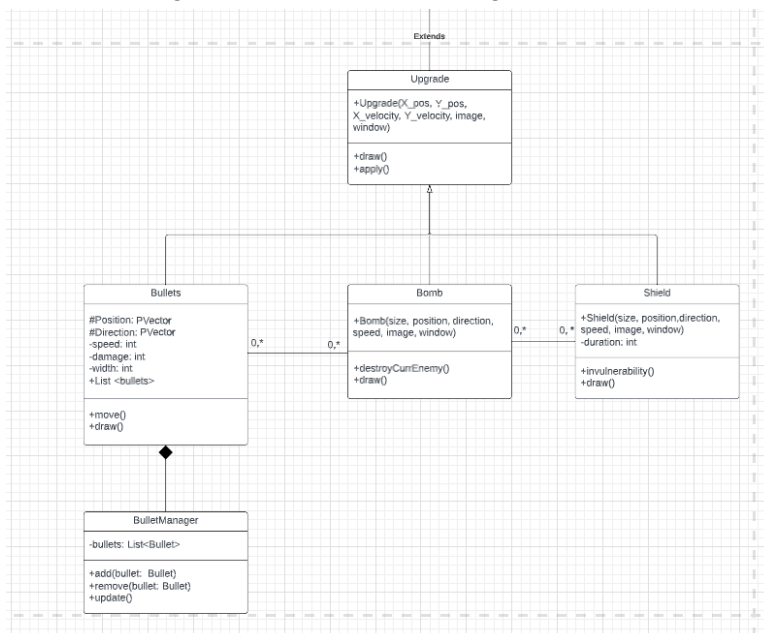# Personal Pitches

Yumo:

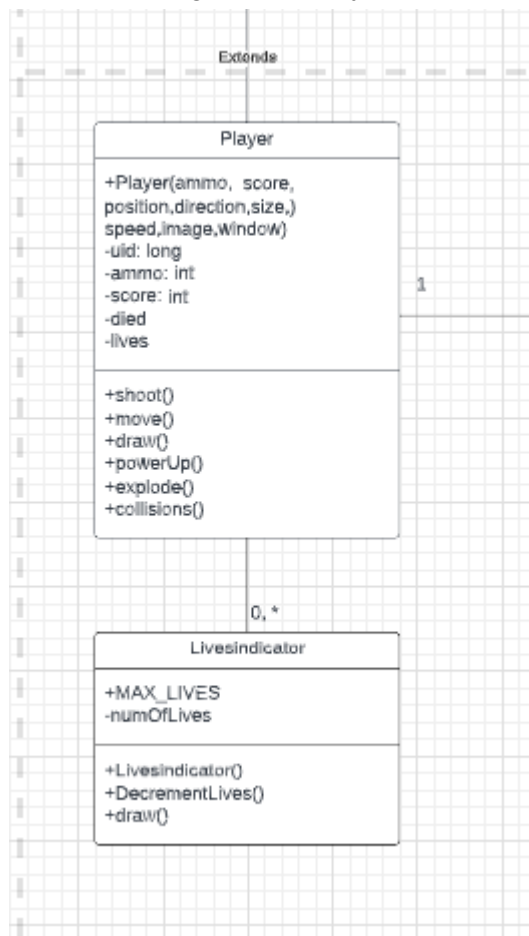WIll be in charge of the UI interface as well as the game manager entities.

Lucas:

Will be in charge of the power ups/upgrades that appear through the game. This includes powerups/upgrades such as bullet upgrades, shield power ups, extra lives, etc.

John:
Will be in charge of the player class and all things related to it.

Extends

Player

+Player(ammo, score,
position,direction,size,)
speed,image,window)
-uid: long
-ammo: int
-score: int
-died
-lives

+shoot()
+move()
+draw()
+powerUp()
+explode()
+collisions()

1

0, *

Livesindicator

+MAX_LIVES
-numOfLives

+Livesindicator()
+DecrementLives()
+draw()

Viet:
Will be in charge of the enemies class and it's subclasses

Enemy

+Enemy(Health, ammo,
position,direction,size,)
speed,image,window, behavior)

+shoot()
+move()
+draw()
+die()

`*`

Enemies type1(normal)

+Enemy(position,direction,size,)
speed,image,window)
#position:PVector
#direction :PVector
-score: int

+ draw()
+ move()

Enemies type2 (advanced)

+Enemy(position,direction,size,)
speed,image,window)
#position:PVector
#direction :PVector
-score: int

+draw()
+ move()(fly to the player)
+ shoot()

Enemies type3(Boss)

+Enemy(Health, ammo,
position,direction,size,)
speed,image,window)
-health: int
#position:PVector
#direction :PVector
-score: int()

+ draw()
+ move()
+ shoot()