





Constants
TITLE: String BOARD_WIDTH: int

BOARD - HEIGHT : int

BORDER - RIGHT : int

BORDER - LEFT : int

GROUND : int

BOMB - HEIGHT : int

ENEMY - SHIP - HEIGHT : int

ENEMY - SHIP - WIDTH : int

ENEMY - SHIP - INIT - X : int

ENEMY - SHIP - COLUMN : int

GO - DOWN : int

NUMBER - OF - ALIEN - TO - DESTROY : int

BOMB - DROPPING - PROBABILITY : double

GAME - SPEED : int

SPACESHIP_WIDTH : int

SPACESHIP_HEIGHT : int

LASER_HORIZONTAL_TRANSLATION : int

UFO_IMAGE_URL : String

LASER_IMAGE_URL : String

BOMB_IMAGE_URL : String

BACKGROUND_IMAGE_URL : String

SPACESHIP_URL : String

WIN : String

GAME_OVER : String

Constants()