Collider

-entities [ ]: Entity

Game

-state: State
-entities[ ]: Entity
-collider: Collider
-score_manager: ScoreManager
-sprite_manager: SpriteManager
-sound_manager: SoundManager

+run(): void
+handle_event(): void
+handle_update(): void
+handle_rendering() : void
+handle_transition(): void

State(ABC)

#owner: Game
#screen: Screen

+update():
+handle_update(): void
+handle_rendering() : void
+handle_event(): void
+handle_transition(): void

Screen(ABC)

-owner: Game

+render(): void

Entity(ABC)

#position: Vector2
#velocity: Vector2
#sprite: Sprite
#radius: float
#id: int

+update(dt: float): void
+on_collision(e: String): void
+get_type(): String

Bullet

Asteroid

MenuState

EndGame

PlayingState

PauseState

MenuScreen

PlayingScreen

EndScreen

PauseScreen

SpaceShip

#cooldown: int

+shoot(): Entity

Alien

+set_target(v: Vector2): void

Player

-direction: ?
-acceleration: float

+accelerate(): void
+deaccelerate(): void