

SHEET - Project CS 165 SANDHU TAMASRINDHAN

Bullet

15-A Flying Object
 + Bullet()
 + getPoint(): Point
 + getVelocity(): Velocity
 + isAlive(): bool
 + setPoint(Point): void
 + setVelocity(): void
 + Kill(): void
 + advance(): void
 + draw(): void
 + fire(Point, angle, float): void

Flying Object:

Private:
 + point: Point
 + velocity: Velocity
 Public:
 + Movement(Point, Velocity): void

Normal Bird

15-A Bird
 (15-A Flying Object)
 + NormalBird(Point)

Bird

15-A Flying Object
 + Bird(Point)
 + getPoint(): Point
 + getVelocity(): Velocity
 + isAlive(): bool
 + setPoint(Point): void
 + setVelocity(Velocity): void
 + Kill(): void
 + advance(): void
 + draw(): void
 + hit(Point)

Tough Bird

15-A Bird
 (15-A Flying Object)
 + ToughBird(Point)

Sacred Bird

15-A Bird
 (15-A Flying Object)
 + SacredBird(Point)
 + removePoints(Points): void