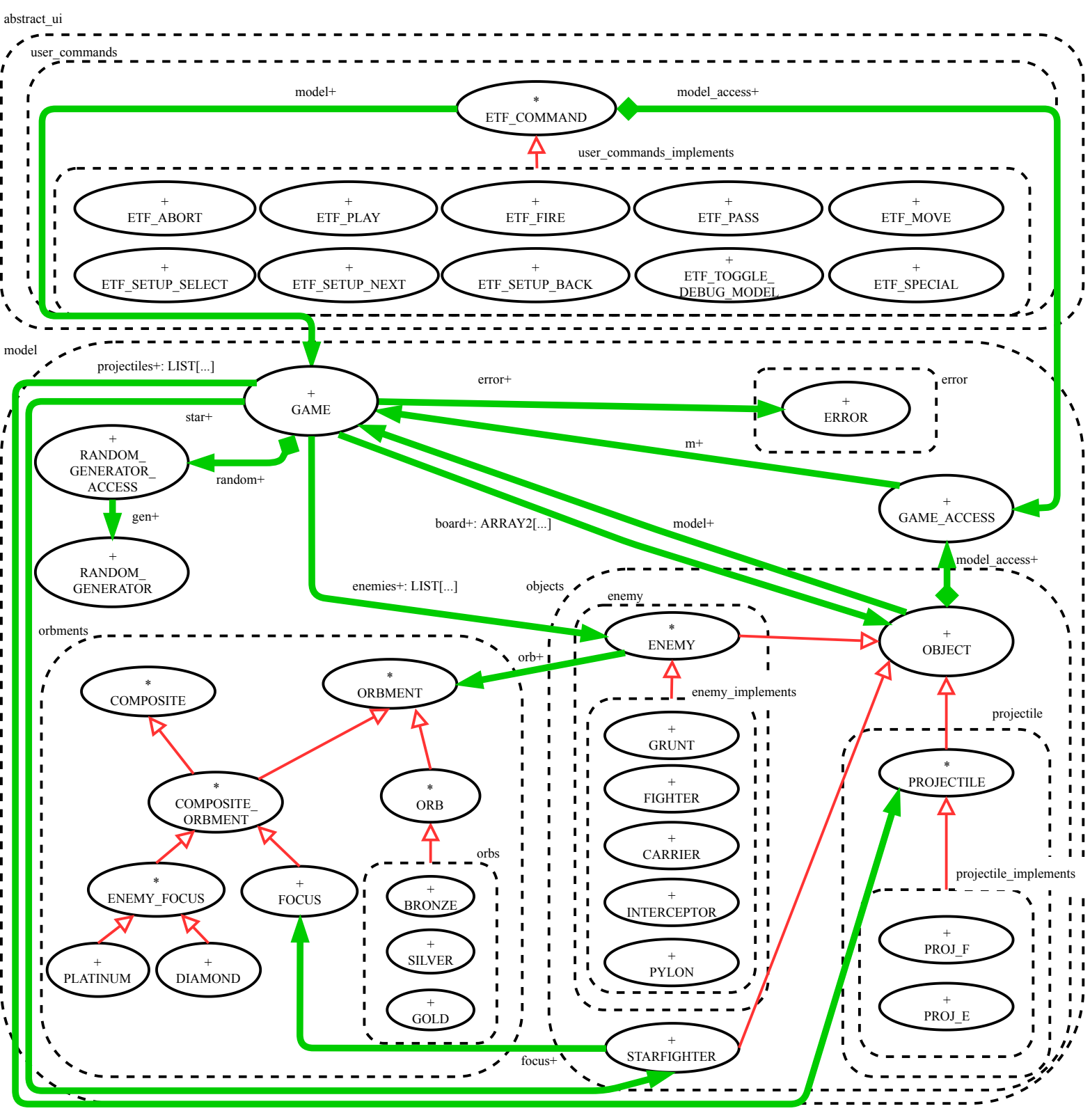
abstract_ui
user_commands
model+
* ETF_COMMAND
model_access+
user_commands_implements
+ ETF_ABORT
+ ETF_PLAY
+ ETF_FIRE
+ ETF_PASS
+ ETF_MOVE
+ ETF_SETUP_SELECT
+ ETF_SETUP_NEXT
+ ETF_SETUP_BACK
+ ETF_TOGGLE_ DEBUG_MODEL
+ ETF_SPECIAL
model
projectiles+: LIST[...]
+ GAME
error+
+ ERROR
error
star+
+ RANDOM_ GENERATOR_ ACCESS
random+
m+
+ GAME_ACCESS
gen+
board+: ARRAY2[...]
model+
+ RANDOM_ GENERATOR
model_access+
enemies+: LIST[...]
objects
enemy
orbments
* ENEMY
+ OBJECT
orb+
* COMPOSITE
* ORBMENT
enemy_implements
projectile
+ GRUNT
+ FIGHTER
+ CARRIER
+ INTERCEPTOR
+ PYLON
* PROJECTILE
* COMPOSITE_ ORBMENT
* ORB
orbs
projectile_implements
* ENEMY_FOCUS
+ FOCUS
+ BRONZE
+ SILVER
+ GOLD
+ PROJ_F
+ PROJ_E
+ PLATINUM
+ DIAMOND
+ STARFIGHTER
focus+