Responsibilities Power-Up Feature

Pickup

Responsibilities	Collaborators
Abstract class to act as a guideline for implementations	Life, Coin, PowerUp

Life

Responsibilities	Collaborators
Interact with the player, collision detection	Player
Remove itself when picked up	GameObjects
Add a life to the Player when picked up	Player

Coin

Responsibilities	Collaborators
Interact with the player, collision detection	Player
Remove itself when picked up	GameObjects
Add score when picked up	GameObjects

PowerUp

Responsibilities	Collaborators
Abstract class to differentiate between Pickups and PowerUps	SlowMotion, Spikes

SlowMotion

Responsibilities	Collaborators
Interact with the player, collision detection	Player
Remove itself when picked up	GameObjects
Modify GameLoop to make the game run slower	GameLoop

Spikes

Responsibilities	Collaborators
Interact with the player, collision detection	Player
Remove itself when picked up	GameObjects
Modify Projectile to stay when hitting the ceiling for 2 seconds	Projectile

Responsibilities Doors Feature

Door

Responsibilities	Collaborators
Abstract class to act as a guideline for implementations	TimeDoor, BubbleDoor

TimeDoor

Responsibilities	Collaborators
Store the time it was constructed	
Check if enough time has elapsed to open	
Open / remove itself when time has elapsed	GameObjects

BubbleDoor

Responsibilities	Collaborators
Keep track of how many bubbles have been destroyed	Bubble
Open when the amount of bubbles to the right of the door is equal to the number of bubbles left in the game. In other words, if all the bubbles left of it are gone.	Bubble, GameObjects