

Excercise 2

Each class we split into several subclasses will have one single responsibility.

Game:

Controller

Controller: this interface class will provide template for the Controller classes of different game elements.

- UnitController: this abstract class has the responsibility of controlling the non moving units in the game
 - ExplosionController: this class is responsible for modifying the explosions in the game.
 - BarricadeController: this class is responsible for modifying the barricades in the game.
 - MovingUnitController: this abstract class is a class that has the responsibility of controlling the moving units in the game.
 - * AlienController: this class has the responsibility of modifying the aliens in the game.
 - * SpaceShipController: this class is responsible for modifying the spaceship.
 - * BulletController: this class is responsible for modifying the bullets in the game.
 - AlienBulletController this class is responsible for modifying the alienbullets in the game.
 - SpaceShipBulletController this class is responsible for modifying th spaceshipbullets in the game.

GameUiController

Draw:

- UiElement: this clas is responsible for drawing all the (non unit) ui parts on the screen.
 - * UiUnit: this abstract class is responsible for the units on the screen.
 - UiAlien: this class is responsible for drawing the aliens on the screen.
 - UiSpaceShip: this class is responsible for drawing the spaceship on the screen.
 - UiBarricade: this class is responsible for drawing the barricades on the screen.
 - UiExplosion: this class is responsible for drawing the explosions on the screen.
 - UiBullet: this abstract class is responsible for drawing the bullets on the screen.
 - UiSpaceShipBullet: this class is responsible for drawing the SpaceShip-Bullets on the screen.

- UiShipBullet: this class is responsible for drawing the SpaceShipBullets on the screen.
- DrawScore: this class is responsible the score on the screen.
- DrawLives: this class is responsible the lives on the screen.