# Excercise 1

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

- 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 creating and modifying the explosions in the game.
        * BarricadeController: this class is responsible for creating and 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
        * SpaceShipController
        * BulletController
            · AlienBulletController
            · SpaceShipBulletController

GameUIController:
Draw

- DrawUnit

    - DrawAlien
    - DrawSpaceShip
    - DrawBarricade
    - DrawExplosion
    - DrawBullet

- DrawScore

- DrawLives

We also want to change the Unit section of our code, only by making an difference between a moving unit and a non moving unit:

- Unit

    - MovingUnit
        * Alien
        * SpaceShip
        * Bullet
            · SpaceShipBullet
            · AlienBullet
    - Explosion
    - Barricade

We will use hashcodes to...