The following new classes were created for the implementation of the PowerUp feature.//
In the table the responsibilities and collaborations are presented for every class.

Class	Responsibility	Collaborates with	Super	Sub
PowerUpUnit	Location, seize and speed		Unit	SpeedPowerUpUnit, LifePowerUpUnit, ShootPowerUpUnit
SpeedPowerUpUnit	Creation active PowerUp	SpeedPowerUp	PowerUpUnit	
ShootPowerUpUnit	Creation active PowerUp	ShootPowerUp	PowerUpUnit	
LifePowerUpUnitt	Activation powerUp	Player	PowerUpUnit	
SpeedPowerUp	Activation and deactivation powerUp	SpaceShip	PowerUp	
ShootPowerUp	Activation and deactivation powerUp	SpaceShip	PowerUp	
PowerUp	Counting time left	Player		ShootPowerUp, SpeedPowerUp
PowerUpController	Movement and creation PowerUp units	Game, Collisions		