

Exercise 1

To improve our code, we want to split several classes into more classes. The classes we want to split are Game and GameController, because these classes are now too big in our code. We have chosen to split these classes in the following classes:

Game:

Controller

- UnitController
 - ExplosionController
 - BarricadeController
 - MovingUnitController
 - * 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...