Powerup {abstract}

-<u>DURATION</u> : Double
-timeLeft : Double
-player : Player
-glow : String

#deactivate()
#activate()
+decreaseTimeLeft(timePast : Double)
+getTimeLeft() : Double
+setTimeLeft(time : Double)
+getPlayer() : Player
…

ShootPowerup

-<u>DURATION</u> : Double

#activate()
#deactivate()

SpeedPowerup

-<u>DURATION</u> : Double

#activate()
#deactivate()

PowerupController

-collisions : Collisions
-game : Game

+createPowerupUnit(x : Double, y: Double)
+checkMovingPowerUp(powerup : PowerUpUnit)
+checkPowerUps()