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

- MovingUnitController: this interface has the responsibility of controlling the moving units in the game.

  - BarricadeController: this class is responsible for modifying the barricades 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.

Unit

The change we want to apply to the subclasses of the Unit class is making an interface movable that is implemented by units that move.

GameUiController

Draw:

- UiElement: this (abstract) clas is responsible for drawing all the ui parts on the screen.

  - UiElementUnit: this abstract class is responsible for the units on the screen.
    * UiElementAlien: this class is responsible for drawing the aliens on the screen.
    * UiElementSpaceShip: this class is responsible for drawing the spaceship on the screen.
    * UiElementBarricade: this class is responsible for drawing the barricades on the screen.
    * UiElementExplosion: this class is responsible for drawing the explosions on the screen.
    * UiElementBullet: this abstract class is responsible for drawing the bullets on the screen.
      · UiElementSpaceShipBullet: this class is responsible for drawing the SpaceShipBullets on the screen.
      · UiElementShipBullet: 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.