

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
 - ExplosionController: this class is responsible for modifying the explosions in the game.
 - BarricadeController: this class is responsible for 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: this class has the responsibility of modifying the aliens in the game.
 - * SpaceShipController: this class is responsible for modifying the spaceship.
 - * BulletController: this class is responsible for modifying the bullets in the game.
 - AlienBulletController this class is responsible for modifying the alienbullets in the game.
 - SpaceShipBulletController this class is responsible for modifying th space-shipbullets in the game.

Unit

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:

- MovingUnit: abstract class responsible for the moving units.
 - Alien: class responsible for the aliens.
 - SpaceShip: class responsible for hthe spaceships.
 - Bullet: abstract class responsible for the bullets.
 - * SpaceShipBullet: class responsible for the bullets shot by the spaceship.
 - * AlienBullet: class responsible for the bullets shot by the aliens.
- Explosion: class responsible for the explosions.
- Barricade: class responsible for the barricades.

GameUiController

Draw:

- UiElement: this (abstract) class is responsible for drawing all the ui parts on the screen.
 - UiUnit: this abstract class is responsible for the units on the screen.
 - * UiAlien: this class is responsible for drawing the aliens on the screen.
 - * UiSpaceShip: this class is responsible for drawing the spaceship on the screen.
 - * UiBarricade: this class is responsible for drawing the barricades on the screen.
 - * UiExplosion: this class is responsible for drawing the explosions on the screen.
 - * UiBullet: this abstract class is responsible for drawing the bullets on the screen.
 - UiSpaceShipBullet: this class is responsible for drawing the SpaceShipBullets on the screen.
 - UiShipBullet: 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.