```
models::Model
# texture_
# sprite_
# orientation_
# deleted_
# invincible
# registry_
+ Model()
+ ~Model()
+ attach()
+ detach()
+ getSprite()
+ getPosition()
+ setUp()
+ getBounds()
+ moveLeft()
+ moveRight()
and 11 more...# notify()
           Δ
models::MovingObject
# speed
+ MovingObject()
+ ~MovingObject()
+ moveLeft()
+ moveRight()
+ moveUp()
+ moveDown()
+ shoot()
+ getDamage()
+ collided()
+ setFlags()
+ changeSpeed()
           Δ
     models::Ship
 # lives
 # fireRate
 # shootTimer_
 # invincibleTimer_
 # damage_
 # shooting_
 # fatalCollision
 + Ship()
 + getLives()
 + setLives()
 + getFireRate()
 + setFireRate()
 + ~Ship()
 + shoot()
 + collided()
 + getDamage()
 + setFlags()
 + getFatalCollision()
           Δ
 models::EnemyShip
 moveAmount_
 points_

    dirSwitch

    travelled

  moveDown
 + EnemyShip()
 + ~EnemyShip()
 + moveLeft()
 + collided()
 + getPoints()
 + shoot()
```