models::Game

- width_
- height_
- window_
- gameOver_
- levelMultiplier_
- level_
- spaceShipController_
- entityControllers_
- enemies_
- HUD_

+ Game()
+ ~Game()
+ cycle()
+ render()
+ setUp()
+ endGame()
+ nextLevel()
+ operator=()
- setupControllers()
- determineShooters()
- setupEnemies()
- checkForNextLevel()

game_

controllers::GameController

- game_

+ GameController()
+ ~GameController()
+ cycle()
+ render()
+ setUp()
+ endGame()