```
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()
                          models::Ship
                       # lives
                       # fireRate_
                       # damage_
                       # shootTimer_
models::Bullet
                       # invincibleTimer_
damage_
                       # shooting_

    owner

                       # fatalCollision_
- initPosition_
                       + Ship()
+ Bullet()
                       + getLives()
+ ~Bullet()
                       + setLives()
+ setUp()
                       + getFireRate()
+ getOwner()
                       + setFireRate()
+ getDamage()
                       + ~Ship()
+ collided()
                       + shoot()
                       + collided()
                       + getDamage()
                       + setFlags()
                       + getFatalCollision()
                        4
         models::EnemyShip
         moveAmount_
         points_

    dirSwitch

                                     models::SpaceShip

    travelled

         - moveDown_
                                     + SpaceShip()
         + EnemyShip()
         + ~EnemyShip()
                                     + ~SpaceShip()
         + moveLeft()
         + collided()
         + getPoints()
         + shoot()
```