```
models::Model
# texture
# sprite
# orientation
# deleted
# invincible
# registry
+ Model()
+ ~Model()
+ attach()
+ detach()
+ getSprite()
+ getPosition()
+ setUp()
+ getBounds()
+ moveLeft()
+ moveRight()
and 11 more...# notify()
           Λ
 models::StaticObject
 + StaticObject()
 + ~StaticObject()
 + moveLeft()
 + moveRight()
 + moveUp()
 + moveDown()
 + shoot()
 + getDamage()
 + collided()
 + setFlags()
    models::Shield
    - lives

    damage

    + Shield()
    + ~Shield()
    + collided()
    + getDamage()
```