```
observers::Observer
   + update()
   + ~Observer()
  controllers::Controller
  # model
  # view
  # moveDir
  + Controller()
  + ~Controller()
  + handleMoveInput()
  + gameInput()
  + setFlags()
  + checkRelevant()
  + markDeleted()
  + collided()
  + checkCollision()
  + draw()
  + aetModel()
controllers::BulletController
+ BulletController()
+ ~BulletController()
+ handleMoveInput()
+ gameInput()
```