```
models::Model
# texture
# sprite
# orientation
# deleted
# invincible
# registry_
+ Model()
+ ~Model()
+ attach()
+ detach()
+ getSprite()
+ getPosition()
+ setUp()
+ getBounds()
+ moveLeft()
+ moveRight()
and 11 more...# notify()
models::MovingObject
# speed
+ MovingObject()
+ ~MovingObject()
+ moveLeft()
+ moveRight()
+ moveUp()
+ moveDown()
+ shoot()
+ getDamage()
+ collided()
+ setFlags()
+ changeSpeed()
    models::Bullet
    - damage
    - owner

    initPosition

    + Bullet()
    + ~Bullet()
    + setUp()
    + getOwner()
    + getDamage()
    + collided()
```