```
observers::Observer
   + update()
   + ~Observer()
  controllers::Controller
  # model
  # view
  # moveDir
  + Controller()
  + ~Controller()
  + update()
  + handleMoveInput()
  + gameInput()
  + setFlags()
  + checkRelevant()
  + markDeleted()
  + collided()
  + checkCollision()
  + draw()
  + getModel()
             Λ
controllers::StaticController
+ StaticController()
+ ~StaticController()
+ handleMoveInput()
+ gameInput()
+ setFlags()
controllers::HUDController
+ HUDController()
+ ~HUDController()
+ changePoints()
+ addLevel()
+ drawEnd()
```