```
observers::Observer

+ update()
+ ~Observer()
```

```
controllers::Controller

# model_
# view_
# moveDir_

+ Controller()
+ ~Controller()
+ handleMoveInput()
+ gameInput()
+ setFlags()
+ checkRelevant()
+ markDeleted()
+ collided()
+ checkCollision()
+ draw()
+ getModel()
```

```
controllers::StaticController

+ StaticController()
+ ~StaticController()
+ handleMoveInput()
+ gameInput()
+ setFlags()
```

```
controllers::HUDController

+ HUDController()
+ ~HUDController()
+ changePoints()
+ addLevel()
+ drawEnd()
```