```
observers::Observer
       + update()
       + ~Observer()
      controllers::Controller
      # model
      # view
      # moveDir
      + Controller()
      + ~Controller()
      + handleMoveInput()
      + gameInput()
      + setFlags()
      + checkRelevant()
      + markDeleted()
      + collided()
      + checkCollision()
      + draw()
       + getModel()
controllers::MovingObjectController
+ MovingObjectController()
+ ~MovingObjectController()
+ changeSpeed()
    controllers::ShipController
    + ShipController()
    + handleMoveInput()
    + handleShooting()
    + gameInput()
    + setFlags()
    + getFatalCollision()
```