models::Model

texture_
sprite_
orientation_
deleted_
invincible_
registry_

+ Model()
+ ~Model()
+ attach()
+ detach()
+ getSprite()
+ getPosition()
+ setUp()
+ getBounds()
+ moveLeft()
+ moveRight()
and 11 more...# notify()

models::StaticObject

+ StaticObject()
+ ~StaticObject()
+ moveLeft()
+ moveRight()
+ moveUp()
+ moveDown()
+ shoot()
+ getDamage()
+ collided()
+ setFlags()

models::HUD

- totalScore_
- level_

+ HUD()
+ ~HUD()
+ getDamage()
+ collided()
+ changePoints()
+ addLevel()
+ getTotalScore()
+ getLevel()