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