models::Model

texture_
sprite_
orientation_
deleted_
invincible_
registry_

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

models::MovingObject

speed_

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

models::Ship

lives_
fireRate_
damage_
shootTimer_
invincibleTimer_
shooting_
fatalCollision_

+ Ship()
+ getLives()
+ setLives()
+ getFireRate()
+ setFireRate()
+ ~Ship()
+ shoot()
+ collided()
+ getDamage()
+ setFlags()
+ getFatalCollision()

models::EnemyShip

- moveAmount_
- points_
- dirSwitch
- travelled_
- moveDown_

+ EnemyShip()
+ ~EnemyShip()
+ moveLeft()
+ collided()
+ getPoints()
+ shoot()

models::SpaceShip

+ SpaceShip()
+ ~SpaceShip()