observers::Observer

+ update()
+ ~Observer()

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controllers::Controller

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model_
view_
moveDir_

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

---

controllers::MovingObjectController

+ MovingObjectController()
+ ~MovingObjectController()
+ changeSpeed()

---

controllers::ShipController

+ ShipController()
+ handleMoveInput()
+ handleShooting()
+ gameInput()
+ setFlags()
+ getFatalCollision()

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controllers::EnemyShipController

+ EnemyShipController()
+ ~EnemyShipController()
+ handleMoveInput()
+ handleShooting()
+ getPoints()

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controllers::SpaceShipController

+ SpaceShipController()
+ ~SpaceShipController()
+ handleMoveInput()
+ handleShooting()
+ getSpaceShip()
+ checkDead()