observers::Observer + update() + ~Observer() controllers::Controller # model # view # moveDir + Controller() + ~Controller() + update() + handleMoveInput() + gameInput() + setFlags() + checkRelevant() + markDeleted() + collided() + checkCollision() + draw() + getModel() controllers::StaticController + StaticController() + ~StaticController() + handleMoveInput() + gameInput() + setFlags()