```
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

                         models::Shield
level_
                         - lives
+ HUD()
                         damage_
+ ~HUD()
+ getDamage()
                         + Shield()
+ collided()
                         + ~Shield()
+ changePoints()
                         + collided()
+ addLevel()
                         + getDamage()
+ getTotalScore()
+ getLevel()
```