```
observers::Observer
       + update()
       + ~Observer()
       controllers::Controller
       # model
      # view_
       # moveDir
       + Controller()
       + ~Controller()
       + update()
       + handleMoveInput()
       + gameInput()
       + setFlags()
       + checkRelevant()
       + markDeleted()
       + collided()
       + checkCollision()
       + draw()
       + getModel()
                 Δ
controllers::MovingObjectController
+ MovingObjectController()
+ ~MovingObjectController()
+ changeSpeed()
    controllers::ShipController
     + ShipController()
     + handleMoveInput()
     + handleShooting()
     + gameInput()
     + setFlags()
     + getFatalCollision()
                 Λ
 controllers::EnemyShipController
 + EnemyShipController()
 + ~EnemyShipController()
 + handleMoveInput()
 + handleShooting()
 + getPoints()
```