```
models::Model
            # texture_
            # sprite_
            # orientation_
            # deleted_
            # invincible_
            # registry_
            + Model()
            + ~Model()
            + attach()
            + detach()
            + getSprite()
            + getPosition()
            + setUp()
            + getBounds()
            + moveLeft()
            + moveRight()
            and 11 more...# notify()
                       Δ
            models::MovingObject
            # speed_
            + MovingObject()
            + ~MovingObject()
            + moveLeft()
            + moveRight()
            + moveUp()
            + moveDown()
             + shoot()
            + getDamage()
            + collided()
            + setFlags()
             + changeSpeed()
                       Δ
                 models::Ship
             # lives
             # fireRate
              # shootTimer
              # invincibleTimer_
              # damage_
              # shooting_
              # fatalCollision_
              + Ship()
              + getLives()
              + setLives()
              + getFireRate()
              + setFireRate()
              + ~Ship()
              + shoot()
              + collided()
              + getDamage()
              + setFlags()
              + getFatalCollision()
               4
models::EnemyShip
moveAmount_
points_

    dirSwitch

                            models::SpaceShip

    travelled

- moveDown_
                            + SpaceShip()
+ EnemyShip()
                            + ~SpaceShip()
+ ~EnemyShip()
+ moveLeft()
+ collided()
+ getPoints()
+ shoot()
```