QObject **QGraphicsEllipseltem** User + visionPoint speed rotationSpeed - Stunned - StunnedTimer - ForwardTimer ClockwiseTimer CounterClockwiseTimer - stars numberOfLives coolDown - isCoolingDown - remainingStunnedTime - remainingCoolDownTime - hit + User() + ~User() + keyPressEvent() + startRotatingClockwise() + startRotatingCounterClockwise() + stopRotating() + stopMoving() + startMovingForward() + decreaseLives() + switchControl() + stopAllTimers() + resumeAllTimers() StunTimerExpired() - CheckCollisions() - spawnStars() - moveForward() - rotateClockwise() rotateCounterClockwise() endCoolDown() -user Enemy visionPoint - visionField - armor - movementTimer stuckTimer chaseTimer - speed - rotationSpeed turningAngle visionLength clockwise lastPos - remainingStuckTime remainingChaseTime - collision + Enemy() ~Enemy() + startAutonomousMovement() + checkStuck() + getUnstuck() + stopChasing() + stopAllTimers() + resumeAllTimers() autonomousMovement() checkCollisions() - userCollision() obstacleCollision() - enemyCollision()