Domain Model

Player

Player `1` — **Plays** — `1` **Game**

has `1`

Game
Time

Account `1`
Username
Password

`1` — **Played-on** — `1`

Board
Size

`1` — **Has**

Map `1`
Name
numSimpleBrick
numHalfMetalBrick
numMineBrick
numWrapperBrick

Paddle `1`
Position
Angle
Size

Alien `1`
Position

Ball `1..10`
Position
Velocity
Material

Inventory `1`

`1` — **Has** — `*`

Map `1` — **Has** `*`

Brick
Position

`is-a`

Simple Brick

Half-Metal Brick

Wrapper Brick
Velocity

Mine Brick

Fireball

Alien — `is-a`

Repairing Alien

Protecting Alien

Cooperative Alien

Inventory — **Power-Up**

`is-a`

Fireball

Taller Paddle
Duration

Chemical Ball
Duration

Magnet
Duration

Gang-of-Balls
Multiplier

Destructive Laser Gun
Remaining Ammo