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| NUMBER | CLASS | DEPENDS ON | DEPENDENCY DEPTH |
| 1 | GameKeys | -- | 0 |
| 2 | GameState | GameStateManager | 3 |
| 3 | GameStateManager | GameState, PlayState | 2 |
| 4 | GameInputProcessor | LibGDX, GameKeys | 1 |
| 5 | Game | LibGDX, GameKeys, GameStateManager, GameInputProcessor | 3 |
| 6 | Main | LibGDX, Game | 4 |
| 7 | SpaceObject | - |  |
| 8 | Player | SpaceObject, Game, LibGDX | 4 |
| 9 | Enemy | SpaceObject, Game, LibGDX, | 4 |
| 10 | Bullet | SpaceObject, Game, LibGDX | 4 |
| 11 | PlayState | GameStateManager, GameKeys, Player, Enemy, Bullet, LibGDX, GameState | 2 |