Class Diagrams

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| Spaceship:Sprite |
| image:Surface  originImage:Surface  rect:Rect  velocity:[float]  acceleration:float  speed:float  maxSpeed:int  direction:int  weapon:Weapon  center[int] |
| update()  updateDirection([int])  accelerate()  deccelerate()  changeWeapon(int)  calculateCenter()  fire() |

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| PlayerShip:Spaceship |
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| update() |

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| EnemyShip:Spaceship |
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| Weapon |
| weaponNum:int  coolDown:float  bulletSpeed:float  bullets:[Bullet] |
| fire()  clearBullets() |

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| Bullet:Sprite |
| image:Surface  originImage:Surface  rect:Rect  direction:int  bulletSpeed:float |
| update() |

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| Meteoroid:Sprite |
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| PowerUp:Sprite |
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| LifeBar:Sprite |
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| Score:Sprite |
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