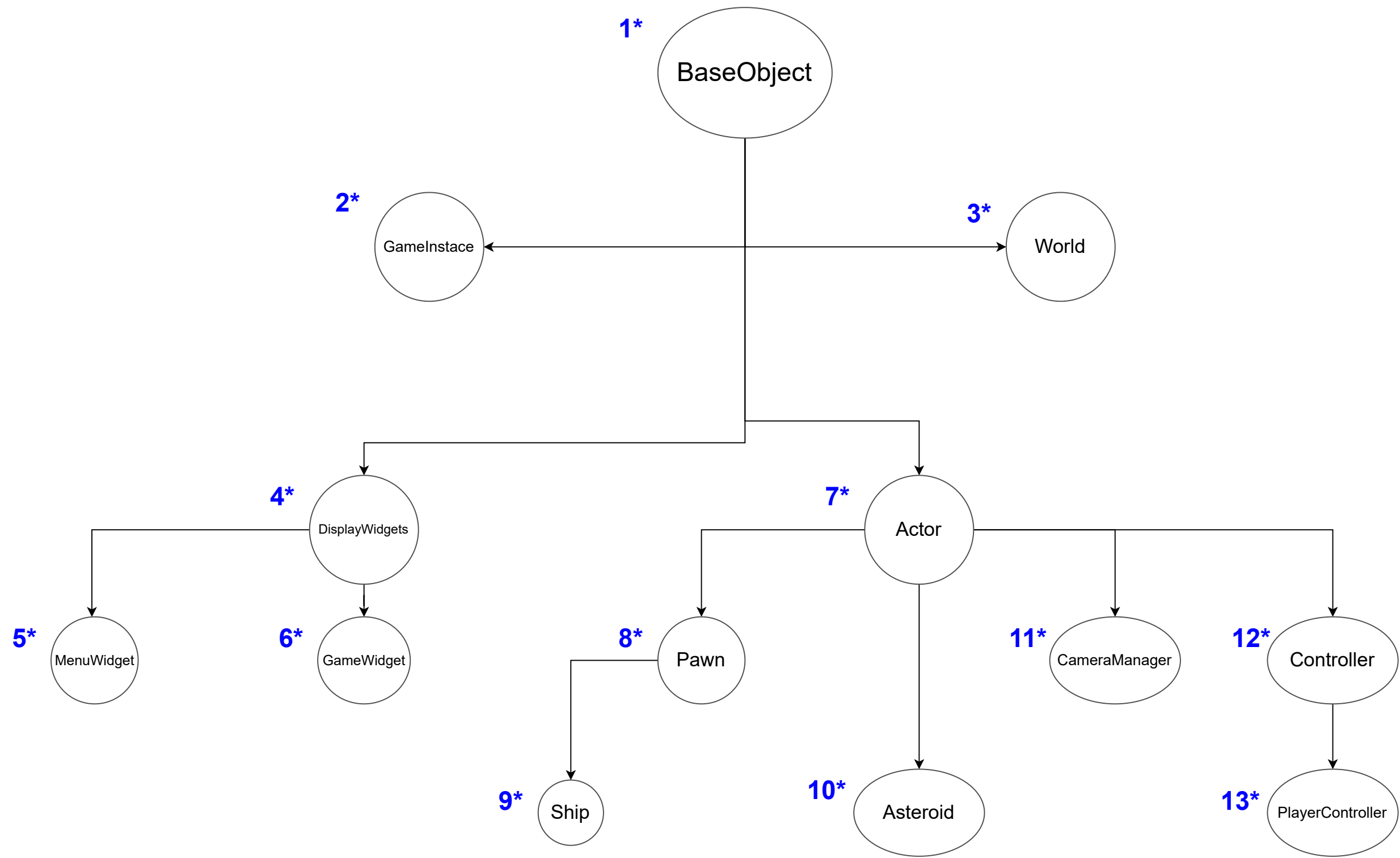


# \_\_Class hierarchy



- 1\*** Base class of all objects. Implements the possibilities:
  - Creating, deleting objects
  - Reflection
  - Garbage collection
  - Casting in hierarchyThis class can also be suitable for a place where replication can be added, if necessary.
- 2\*** The class of management the instance of the running game. This class stores the state of the game. For example, the score of the game, the asteroid spawn modifier.
- 3\*** This class is the top level object representing a map. In which Actors will exist and be rendered. Class is responsible for map structure (single map, steaming of map hierarchy, etc). Also this class keeps timer manager.
- 4\*** Common class of the user interface.
- 5\*** Menu interface.
- 7\*** This class is the base for an Object that can be placed or spawned in a scene.
- 8\*** This class is the base of all the actors that players can possess. AI support may be added in the future.
- 9\*** Class of player ship.
- 10\*** Class of asteroids.
- 11\*** The class that is responsible for controlling the camera. In the future, a split-screen mode may be implemented here
- 12\*** Class that can possess a Pawn to control its actions.
- 13\*** An Extension for the class controller. Through to this class, players can control their pawn. In addition, this class makes it possible to get the cursor position for aiming.