+------------------+

| WeaponInterface |

+------------------+

| |

| fireWeapon() |

| fireWeapon(int) |

| activate(boolean)|

+------------------+

^

|

+------+------+

| |

| |

+-------+ +-------+

| Bomb | | Gun |

+-------+ +-------+

| | | |

+-------+ +-------+

| | | |

+------------------+

^

|

+-------------+

| Game |

+-------------+

| fireWeapon()|

+-------------+