

CONSTANTS

WINDOW DISPLAY

- + BACKG: Image
- + BACKGROUND: Image
- + HEIGHT: Integer
- + WIDTH: Integer

INCREMENTS (TICK-RELATED)

- + INVADER-RATE: Integer
- + INVADER-X-SPEED: Float
- + INVADER-Y-SPEED: Float
- + MISSILE-SPEED: Float
- + TANK-SPEED: Float
- + TICK: Integer

IMAGE

- + INVADER-LENGTH: Image
- + INVADER-HEIGHT: Image
- + INVADER: Image
- + MISSILE: Image
- + TANK: Image
- + TANK-HEIGHT/2: Integer

- Invader
- Missile
- Tank



STRUCTS

