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

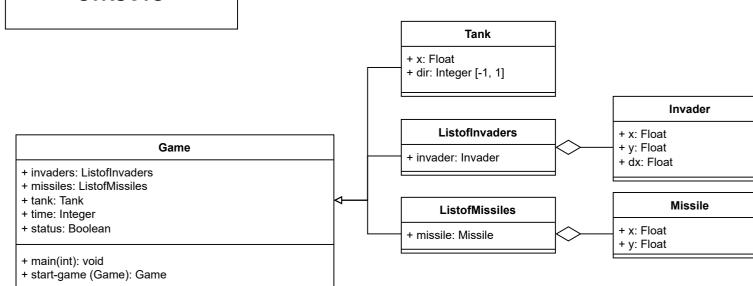
- + INVADER-LENGTH: Image
- + INVADER-HEIGHT: Image
- + INVADER: Image
- + MISSILE: Image
- + TANK: Image
- + TANK-HEIGHT/2: Integer

Invader (Missile

Tank



STRUCTS



start-game (Game): Game

- + tock (Game): Game
- + render (Game): Image
- + tank-action (Game KeyEvent): Game

tank-action (Game KeyEvent): Game

- + change-tank-direction (Tank Integer): Tank
- + add-missile (ListOfMissiles Tank): ListOfMissiles

tock (Game): Game

- + pass-height? (ListofInvaders): Boolean
- + stop-invaders (ListofInvaders): ListofInvaders
- + stop-tank (Tank): Tank
- + check-hit (ListofInvaders ListofMissiles Char): Boolean/Invader
- + check-individual (Invader ListofMissiles): Boolean
- + within-range (Integer Integer Char): Boolean
- + remove-both (Char ListofInvaders ListofMissiles): ListofInvaders/ListofMissiles
- + remove-list (Char Invader ListofInvaders/ListofMissiles): ListofInvaders/ListofMissiles
- + remove-item (Invader/Missile ListofInvaders/ListofMissiles): ListofInvaders/ListofMissiles
- + add-invader (Listoflnvaders Tank): Listoflnvaders
- + increment-invader (ListofInvaders): ListofInvaders
- + increment-missile (ListofMissiles): ListofMissiles
- + increment-tank (Tank): Tank

render (Game): Image

- + begin-image (Game): Image
- + make-list-image (Char ListofInvaders/ListofMissiles): [Listof Image]
- + make-list-pos (Char ListofInvaders/ListofMissiles):
 [Listof Posn]