Player:
- movementSpeed;
- Lives;
- shipStrength
- OnLevelEndTriggerEnter
- OnPlayerBonusGathered
- ShieldActivation()
- ChangeWeapon()

enum WeaponType
{
    simpleLaser
    HorizontalLaser
    VerticalLaser
    RocketGun;
}

Weapon:
- WeaponType;
- float FireRate;
- float WeaponDamage;

Bullet:
- -WeaponType;
- -BulletDamage;
- -BulletSpeed;

enum EnemyType:
{
    WoolBall;
    WhiteCat;
    GreyCat;
    RocketWithWeapon;
    Boss;
}

enum EnemyByMotion:
{
    Static,
    Motion,
    Dynamic
};

enum EnemyByWeapon:
{
    WithoutDamage,
    SpinningRocket (RainMarks),
    Missiles
};

Enemy: MonoBehaviour
- EnemyType;
- EnemyByMotion;
- Void Behaviour;
- EnemyByWeapon

WoolBall: Enemy
EnemyType – WoolBall
EnemyByMotion – Static
EnemyByWeapon – WithoutDamage

GreyCat: Enemy
EnemyType – GreyCat
EnemyByMotion – Dynamic

Override void Behaviour()
{
    // - random stop on scene;
}
EnemyByWeapon - SpinningRocket

WhiteCat: Enemy
EnemyType – WhiteCat
EnemyByMotion – Motion
Override void Behaviour()
{
    // - moving towards the player
}
EnemyByWeapon - WithoutDamage

RocketWithWeapon: Enemy
EnemyType – RocketWithWeapon
EnemyByMotion – Motion
Override void Behaviour()
{
    // - zigzag movement;
}
EnemyByWeapon - Missiles

Boss: Enemy
EnemyType – Boss
EnemyByMotion – Motion
Override void Behaviour()
{
    // - zigzag movement;
}
EnemyByWeapon – RainMarks, Missiles, Bombs

enumBonusType
{
        FireRate,
        WeaponDamage,
        Shield,
        shipStrength
}

Bonus
- BonusType

ScoreManager
- ■ -ScorePoints
- ■ -add points
- ■ -List<int> Highscores
- ■ -BestScores

LevelController
- ■ Check Level Completation Condition;
- ■ Game Over Event;
- ■ Level Complete Event;
- ■ OnPlayerBonusGathered

GameController
- ■ ScoreManager;
- ■ LevelController;

- OnGameOverEventHandler();
- OnLevelCompleteEventHandler();