

Animation Controller

move objects
handle collisions
add/remove scene

New

IMovable
handleMovement()

ICollidable

handleCollision (projectile)

New

IScoreable
getPoints()

New

IShooter
double prayLifetime
Shoot()

Abs Player Controller

Gal Player Controller

Brick Played Controller

HS Controller

Abstract Projectile

New

Ball
bounce()

Bullet

New

Abstract Layout

New

BrickLayout

Gal Layout

New

returns
List < Entity >

GameController

Create Layout
Create Player
Create Animation
game Loop (time elapsed)

Brick Controller

Gal Controller

Abstract

New

UI

BO

Gal

New

New

Abstract

Entity

implements ICollidable

-x
-y
-Color
-image
-health
-CollisionBox
-View
+ Set/get x()
+ Set/get y()
+ get View()
+ get CollisionBox()
+ handle Collision (proj)
- Set Color()

Blocks

Boundary

Brick

Player

UB

DD

Paddle

Abstract

Bug

New

implements
IMoveable
IScoreable
IShooter

+ get Points()
+ Shoot()
- random Chance Shoot

Bee

New

PlayerShip

Butterfly

New

Ship

New