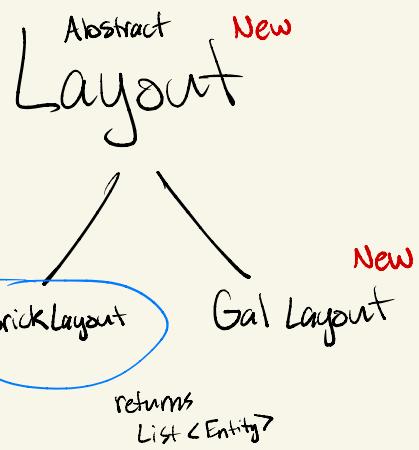
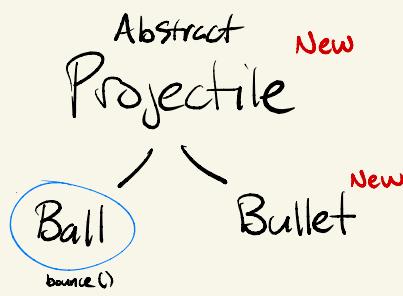


Animation Controller

move objects
handle collisions
add/remove scene

New

I Movable
handleMovement()



ICollidable

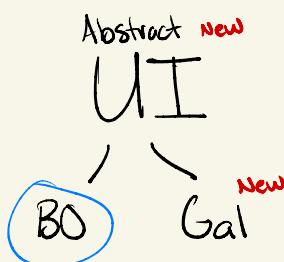
handleCollision(Projectile)

New

I Scorable
getPoints()

New

I Shooter
double projLifetime
Shoot()



GameController

Create Layout
Create Player
Create Animation
gameLoop (time elapsed)

BrickController GalController

Abs PlayerController

GalPlayerController

BrickPlayerController

HSController

New Abstract

Entity

implements ICollidable

-x
-y
-Color
-image
-health
-CollisionBox
-View
+ Set/get x()
+ Set/get y()
+ get View()
+ get CollisionBox()
+ handleCollision(
- Set Color()

abstract

Bug

New

implements

I Movable
I Scorable
I Shooter

+ getPoints()
+ shoot()
- randomChanceShoot

Blocks

Boundary

Brick

UB
DD

New abstract

Player

Paddle

New

PlayerShip

New

Bee

New

Butterfly

New

Ship