

Main
start()
step()

Animation Controller

Ball
Paddle

Bricks

handleCollisions()

~~Ball~~
(existing)

Paddle
moveLeft() Right

Ball
move()
wallBounce()

Brick
handleHit()

existing

Galaga Controller

Bullets

Bugs

space Craft

handle shooting()

moveEnemies()

space Craft

moveLeft() Right()
shoot()

Bullet
moveUp()
checkCollision(Bug)

Bug
moveDown()
moveLeft() Right()

~~Ball~~
~~Brick~~
~~Ball~~