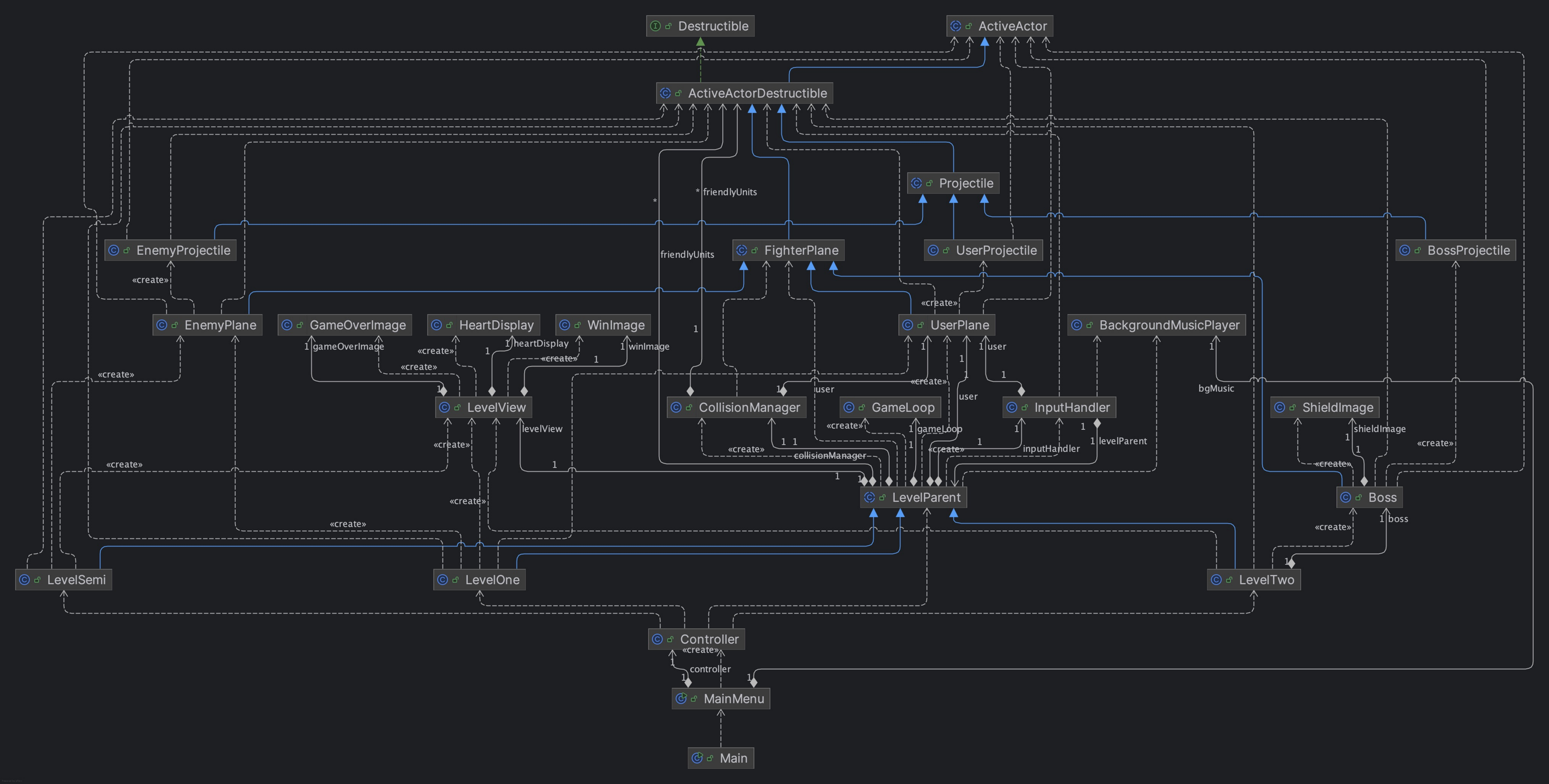
Destructible
ActiveActor
ActiveActorDestructible
Projectile
EnemyProjectile
FighterPlane
UserProjectile
BossProjectile
EnemyPlane
GameOverImage
HeartDisplay
WinImage
UserPlane
BackgroundMusicPlayer
LevelView
CollisionManager
GameLoop
InputHandler
ShieldImage
LevelParent
Boss
LevelSemi
LevelOne
LevelTwo
Controller
MainMenu
Main
«create»
friendlyUnits
gameOverImage
heartDisplay
winImage
levelView
user
collisionManager
gameLoop
inputHandler
levelParent
bgMusic
shieldImage
boss
controller