

Number	Class	Depends on	Dependency depth
1.	Bullet	SpaceObject	5
2.	Enemy	SpaceObject, Game	4
3.	Player	SpaceObject, Game	4
4.	SpaceObject	Game	4
5.	GameState	GameStateManager	5
6.	PlayState	GameStateManager, Bullet, Player, Enemy, GameKeys	3
7.	Game	GameStateManager, GameKeys, GameInputProcessor	4
8.	Main		0
9.	GameInputProcessor	GameKeys	1
10.	GameKeys		0
11.	GameStateManager	PlayState, GameState	4