GameApp

GameApp()

GamePanel

- _leftKey : KeyLeftListener
- _rightKey : KeyRightListener
- _spaceKey : KeySpaceListener
- _pauseKey : KeyPListener
- _timer : javax.swing.Timer
- _ponts : double
- _board : SmartRectangle()
- _gameOver : boolean

+ GamePanel()
+ paintComponent()
+ actionPerformed(ActionEvent)
+ Alien alienSpawn()
+ Cannon cannonSpawn()
+ Barrier barrierSpawn()
+ checkIntersects()
+ checkEndGame() : boolean

GameConstants

+ BLOCK_SIZE : int
+ BOARD_WIDTH : int
+ BOARD_HEIGHT : int

SmartRectangle

KeyLeftListener

+ actionPerformed
(ActionEvent)

KeyRightListener

+ actionPerformed
(ActionEvent)

KeyPListener

+ actionPerformed
(ActionEvent)

KeySpaceListener

+ actionPerformed
(ActionEvent)

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KeyInteractor

Cannon

- lives

+ fire()
+ DestroySelf()

Barrier

+ Deteriorate()
+ DestroySelf()

Projectile

+ DestroySelf()

Aliens

- Points : int

+ move()
+ fire()
+ DestroySelf()
+ getPosition()

CommandShip

- Points : int

+ DestroySelf()
+ move()