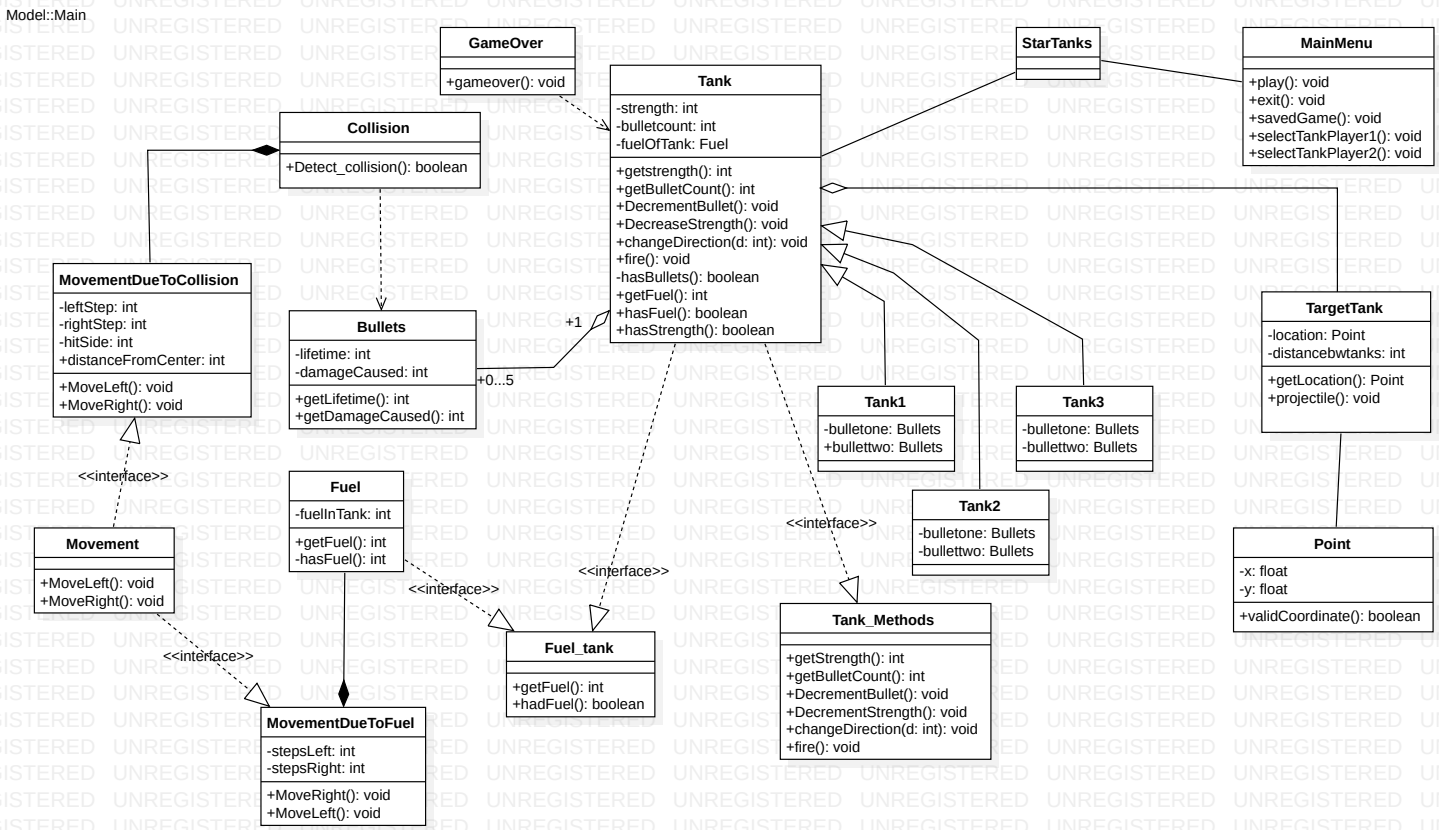
Model::Main
GameOver
+gameover(): void
StarTanks
MainMenu
+play(): void
+exit(): void
+savedGame(): void
+selectTankPlayer1(): void
+selectTankPlayer2(): void
Tank
-strength: int
-bulletcount: int
-fuelOfTank: Fuel
+getstrength(): int
+getBulletCount(): int
+DecrementBullet(): void
+DecreaseStrength(): void
+changeDirection(d: int): void
+fire(): void
-hasBullets(): boolean
+getFuel(): int
+hasFuel(): boolean
+hasStrength(): boolean
Collision
+Detect_collision(): boolean
MovementDueToCollision
-leftStep: int
-rightStep: int
-hitSide: int
+distanceFromCenter: int
+MoveLeft(): void
+MoveRight(): void
Bullets
-lifetime: int
-damageCaused: int
+getLifetime(): int
+getDamageCaused(): int
+1
+0...5
TargetTank
-location: Point
-distancebwtanks: int
+getLocation(): Point
+projectile(): void
Tank1
-bulletone: Bullets
+bullettwo: Bullets
Tank3
-bulletone: Bullets
-bullettwo: Bullets
Tank2
-bulletone: Bullets
-bullettwo: Bullets
<<interface>>
Fuel
-fuelInTank: int
+getFuel(): int
+hasFuel(): int
Movement
+MoveLeft(): void
+MoveRight(): void
<<interface>>
<<interface>>
<<interface>>
<<interface>>
<<interface>>
Point
-x: float
-y: float
+validCoordinate(): boolean
Fuel_tank
+getFuel(): int
+hadFuel(): boolean
Tank_Methods
+getStrength(): int
+getBulletCount(): int
+DecrementBullet(): void
+DecrementStrength(): void
+changeDirection(d: int): void
+fire(): void
MovementDueToFuel
-stepsLeft: int
-stepsRight: int
+MoveRight(): void
+MoveLeft(): void