ScoreBoard

- + attribute1:type = defaultValue
- + attribute2:type
- - attribute3:type

- + operation1(params):returnType
- - operation2(params)
- - operation3()

Bullet

- -currFrame: int
- -FRAMES : int = 16

- ~contact(): boolean

EnemyBullet

PlayerBullet

TimingGame

- -meter : Meter
- -currBullet : Bullet
- -playerShip : PlayerShip
- -enemyShip : EnemyShip
- -listener : TimingGameListener
- -currLevel : int

- +onTouch(TimingGameListener listener)
- +update()
- -updateBullet()
- -updatePlayer()
- -updateEnemy()
- -updateScore()

<<interface>>
TimingGameListener

- +notifyChange()
- +notifyComplete()

TimingGameModel

- -timingGame: TimingGame
- -powerUpSelect: PowerUpSelect
- -stageCompleted: boolean
- -currStage: int

- -updatePlayerStats()
- -notifyChange()
- -notifyComplete()
- -update()
- -isCompleted(): boolean
- -onTouch(double touchX)

TimingGamePresenter

- -gameView: TimingGameViewInterface
- -timingGameModel: TimingGameModel

- ~update()
- ~onTouch(double touchX)

<<interface>>
TimingGameViewInterface

- -goToScoreScreen(String score)

TimingGameView

- -timingGamePresenter: TimingGamePresenter

- +goToScoreScreen(String score)
- +onTouchEvent(MotionEvent motionEvent)

Ship

- -health: HealthBar
- -damage: int
- -destroyed: boolean

- -Getters/Setters

PlayerShip

EnemyShip

ShipFactory

- -resources: Resources

- -createEnemyShip(int screenWidth, int screenHeight, int level)

PowerUpSelect

- -increaseDamage : Bitmap
- -increaseHealth : Bitmap

- +getDrawers(): List<AndroidDrawer>
- +onTouch(double touchX)

HealthBar

- -health : int
- -maxHealth : int

- -Getters/Setters

Meter

- -targetZone : TargetZone
- -cursor : Cursor

- -update()
- -newTarget()
- -cursorNearTarget()