Event	Methods	Descriptions
Application Launches	initWithFrame:	Sets variables for the application's start.
	awakeFromNib	Centres window and loads the high score.
User selects "New Game"	newGame:	Sets variables for the game's start. Establishes the game's timer.
Timer periodically calls…	periodicUpdate:	Calls various sub-routines (listed below) and then requests an update.
	updateMissiles	Possibly launches a missile for the computer. Advances all active missiles.
	updateCollisions	Determines if there is a collision between a bomb and a missile and takes appropriate action.
	updateBombs	Handles the growth and decay of bombs as well as their effects. This method may make a request to (a) end the game (b) destroy a city (c) progress the game to the next level.
User clicks on game screen	mouseDown:	Calls detonateBomb: with click's co-ordinates.
	detonateBomb:	Configures game variables to detonate a bomb at a given point.
Update requested	drawRect:	Draws graphics based on the game's state.
Next level requested	progressLevel	Calls for level to be displayed. Adds bonuses and refreshes arsenals for next level.
Game end requested	newGame:	Kills game timer, returns to splash screen. (There is a reason there is no "endGame:" method can you think why?)
User selects "Pause Game"	pauseGame:	Kills game timer, requests pause screen. The same method is also called to reinstate the game timer and resume play.
User quits	applicationWill Terminate:	Saves high score.