Class Diagram 1

Asteroid

GameControl
- lives:int
- direction:float
- angle:vector
- fireMissile:vector
- thrust:vector

- direction():bool
- draw():void
- endlives():void
- firemissile():void
- setup():void

AsteroidGameEngine
- graphics:GUI
- ScreenRectangle:Rectangle
- createasteroid:int
- numofAsteroids:int
- explosion:int
- UFO:int
- difficulty:int

- initilize():void
- collide():void
- disintegrate():void

Clock
- Playername:String
- score:int
- clock:int
- Ticker:int

- getplayername():String
- getscore():double
- Displayclock():void
- setlives():double
- setup():void

1 itsGameControl

1 itsAsteroidGameEngine_2

itsAsteroidGameEngine 1

itsClock 1

itsAsteroidGameEngine 1

Asteroid
- angel:vector
- direction:float
- pixel:int
- position:vector
- size:float
- velocity:vector

- move():void
- split():void
- turn():void

itsMovingobject *

Movingobject
- position:vector
- velocity:vector

- hit():bool
- update():void

Missile
- angel:vector
- drection:float
- pixel:int
- position:vector
- velocity:vector

- hit(movingobject:bool):boolean

Player
- angel:vector
- force:float
- keyboardDirection:float
- pixel:int
- position:vector
- thurst:vector
- velocity:vector

- firemissile():vector
- move():void
- thrust():void
- turn():void

Saucer
- angel:vector
- direction:float
- force:float
- pixel:int
- position:vector
- velocity:vector

- damage(intamount:int):void
- missile():int
- turn():void