shooter plane game

<<Interface>>
Shooter Game Interface

~ startMusic(): void
~ stopMusic(): void
~ dismissDialog(): void
~ openDialog(): void
~ makeBonusWinToast(): void
~ makeBonusLoseToast(): void

Shooter Game Presenter

- shooterGameInterface: ShooterGameInterface
- shooterPlaneGameLogic: ShooterPlaneGameLogic

~ ShooterGamePresenter(shooterGameInterface: ShooterGameInterface, shooterPlaneGameLogic: ShooterPlaneGameLogic)
~ handleOnResume(): void
~ handleOnPause(): void
~ activateBonusGame(): void
~ handleBonusGameResult(): void
~ cancelBonus(): void

use

Use

implement

Class

~ gameView: shooterGameView
~ shooterGameStatus: ShooterGameStatusFacade
~ shooterGamePresenter: ShooterGamePresenter
- dialog: BonusLevelDialog

onCreate(savedInstanceState Bundle): void
onResume(): void
onPause(): void
+ onClick(): void
+ activateBonusGame(): void
+ openDialog(): void

Shooter Plane Game Logic

- shooterGameStatus: ShooterGameStatusFacade
- context: Context
- shooterGameView: ShooterGameView
- bonusOpen: boolean
- start: int

~ ShooterPlaneGameLogic(shooterGameStatus: ShooterGameStatusFacade, shooterGameView: ShooterGameView)
~ shouldMusicStop(): boolean
- saveGameState(): void
~ addBonusPoint(): void
~ handleOnResume(): void
~ handleOnPause(): void
~ isBonusOpen(): boolean
- setBonusOpen(): void
~ handleActivateBonusGame(): void
~ handleCancelBonus(): void