ShooterGameStatusFacade

- ShooterCrossLevelManager:
  ShooterCrossLevelManager

- ShooterGameLevelManager:
  ShooterGameLevelManager

+ ShooterGameStatusFacade(name:String)
+ setShooterCrossLevelManager
  (ShooterCrossLevelManager
  ShooterCrossLevelManager)

+ setShooterGameLevelManager
  (ShooterGameLevelManager
  ShooterGameLevelManager)

+ getPlane(): ShooterPlane

+ resetGameStatus(): Void.

+ eraseGameStatus(): Void

+ setPlane(planeNumber:int,
  Context Context): Void

+ getShooterCrossLevelManager():
  ShooterCrossLevelManager

+ getShooterGameLevelManager():
  ShooterGameLevelManager

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extend → GameStatus

USE

+ Shooter Game Level Manager

- enemies : List< Shooter Enemy >
- planeBullets: List< ShooterPlaneBullet >
- enemyBullets: List< Shooter EnemyBullet >
- shooterBonuses : List< Shooter Bonus >
- healthAids : List< Shooter HealthAid >
- pointBuffs : List< shooterPointBuffs >
- enemyExplosions: List< shooterEnemyExplosions >
- planeExplosions: List< PlaneExplosions >
- plane: Shooter Plane
- millsecondLeft: int
+ initialtime : int

+ Shooter Game Level Manage()
~ reset Level (): void
~ resetGame(): void.
~ set Plane (planeNum :int, Context Context): void
+ get Enemy (): List< Shooter Enemies >
+ get Plane Bullet (): List< ShooterPlaneBullet >
+ get Enemy Bullet (): List < shooterEnemy Bullet >
+ get HealthAid (): List< Shooter Health Aid >
+ get PointBuff (): List< ShooterPointBuff >
+ get Enemy Explosion (): List< ShooterEnemyExplosion >
+ get Plane Explosion (): List< Shooter PlaneExplosion >
+ getMillsecondLeft (): int
+ setMillsecondLeft (millsecondLeft:int): Void
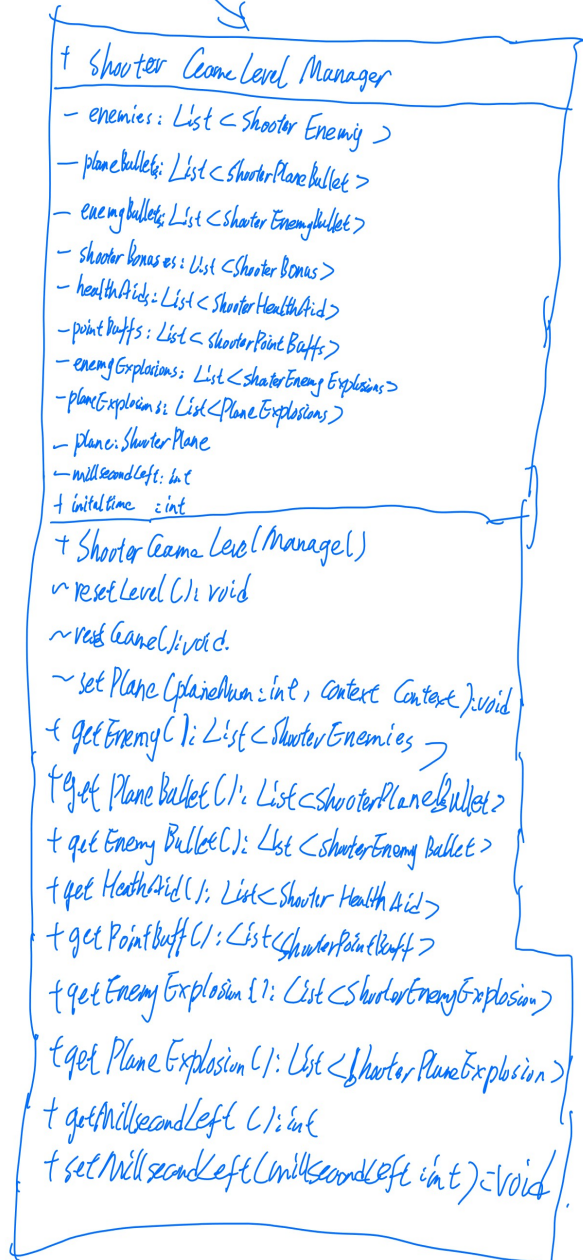
USE

ShootCrossLevelManager

- level : int
- point : int
- levelFinish : boolean
- GameSuccess : boolean

+ ShooterCrossLevel(ManagerC)
~ resetLevel() : void
~ resetGame() : void
+ updateLevel(int level) : void
+ getLevel() : int
+ setLevel(level : int) : void
+ getpoint() : int
+ setpoint(point : int) : void
+ islevelFinish() : boolean
+ setLevelFinish(levelFinish : boolean) : void
+ isGameSuccess() : boolean
+ setGameSuccess(gameSuccess : boolean) : void