Shovediemestatus Forade,

- ShorterCrossLevelManager: ShorterCrossLevelManager

- Showler Constant (Manageri Showler hometevel Manager

† Showter CounceStates Facadel name: String

t Set Showler Cross Level Manger

L Shader Gosslevel Manager Shooter Gosslevel Manager

t set Shorter Coone Level Manager Shorter Coone Level Manager Shorter Coone Level Manager

+ gelPlanc(): Showter Plane

t reset aane Status (): Void.

+ exase Grome Status C): void

+ set Plane ( planel Vamberi in E , ) Context Context / i Wid

t gelsharter (ross Level Manager (): Shooter Cross Level Manager

† getshuder GameLevel Manager (): Shuder GameLevel Manager extend agrestatus

Use

t Shouter Ceam Level Manager

- enemies: List < Shooter Enemy >

— plane bulleti: List < shooter Mare bullet >

— enemy bullet; List < Shorter Enemy bullet >

- Shooter bonases: U.st (Shooter Bonas)

- health Aids: List < Shooter Health Aid>

- point Paffs: List < Shooter Point Baffs >

- enemy Explaions: List < shater Enemy Explains >

- planet xploism si List (Planet xplosions)

- plane: Shuter Plane

-millsecondleft: but

+ inital time zint

+ Shooter Game Level Managel)

~ resettevel (), void

~ vest leanel livoid.

~ set Plane ColaineAhun: int, context Context ). wild

+ get Every (): List Columber Enemies -

teget Plane Bullet (1: List Shooter Plane Bullet?

+ que Enery Buller(): List < shuter Energy Ballet >

+ get Heath Aid (1; List Shouter Health Aid)

+ get Point Buff C1: List Shuder Point Buff >

† get Enery Explosion (1: List Shudov Energe xplosion)

tget Plane Explosion (1: Ust Shooter Plane Explosion)

t gotthillseandleft (): int

t set Mill sand eft (millseandleft int) = void

USP

## Shout Cross Level Manager

- level int
- point in 1
  - level Finish: hoolean
- Gamesuæss: houlean
- + Shuter (vossleve (Munager ()
- ~ resetlerel): void
- ~ VesilGamel): void
- + apartelevel (int level) : viid
- t gellevel (): in (
- + Setlevel(level:int): wid
- t getpoint () : int
- † setpoint (pint: int): void
- + isleve(Finish():lowlean
- + sellevelFinish (levelFinish: barleun): Void
- t is learne Success (1: boolean
- It set home success (game success: buoleum): Udid