**Parameters:**

Color: int

Red | green | blue

8 bits| 8 bits | 8 bits

enum MissileType

{

BULLET,

CANNON,

LASER,

};

**Interfaces:**

1. Missile(MissileType type, int color, int power, int shootMode, Vector position, Vector velocity);
2. Missile(MissileType type, int color, int power, int shootMode, Vector position);
3. Missile(MissileType type, int color, Vector position);

Missile();

1. void Launch(Vector position);
2. void Draw(void);
3. void Move(Vector newPosition);
4. void Move();
5. int CheckInWindow(void);
6. Vector getPosition();