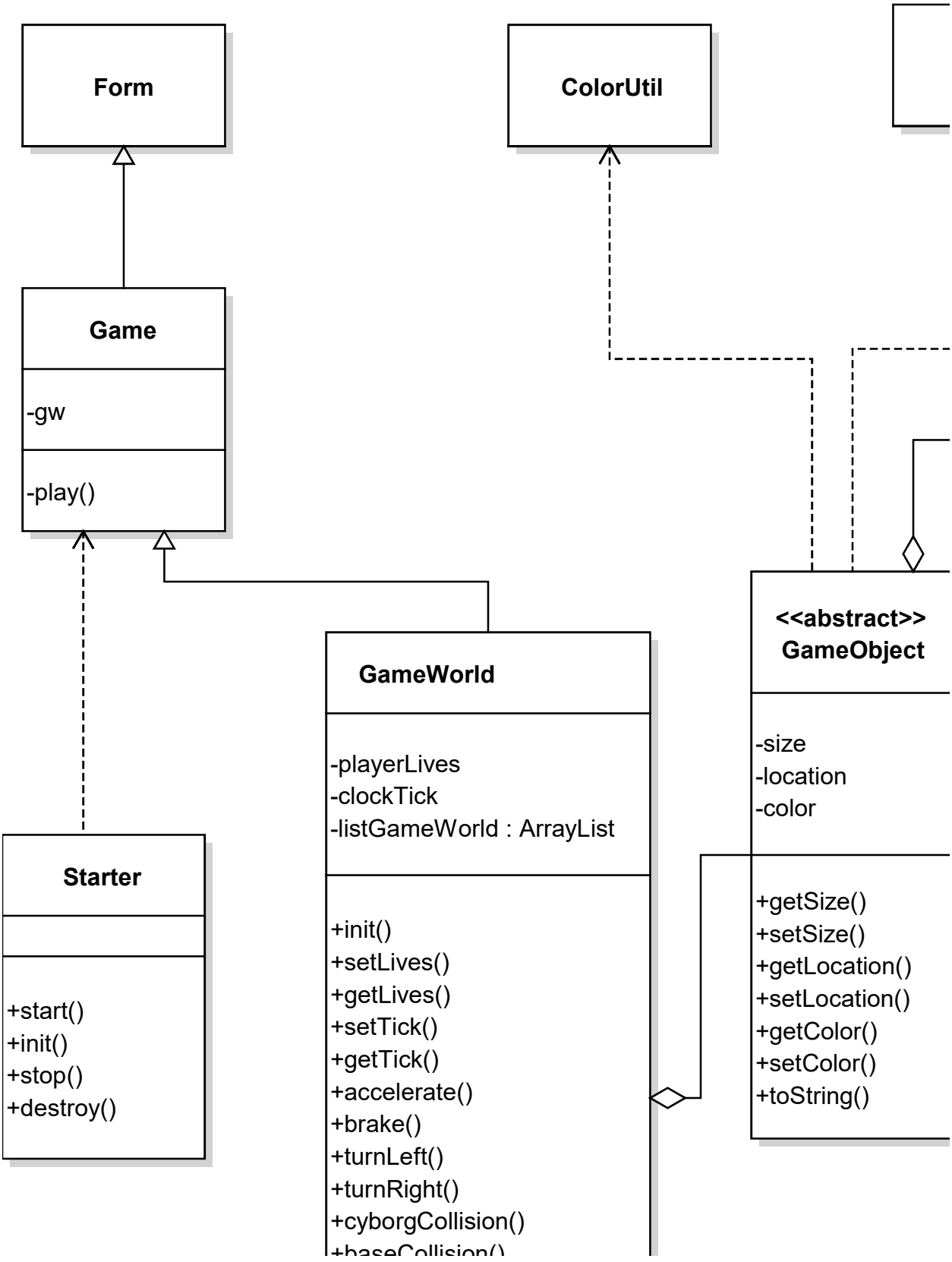
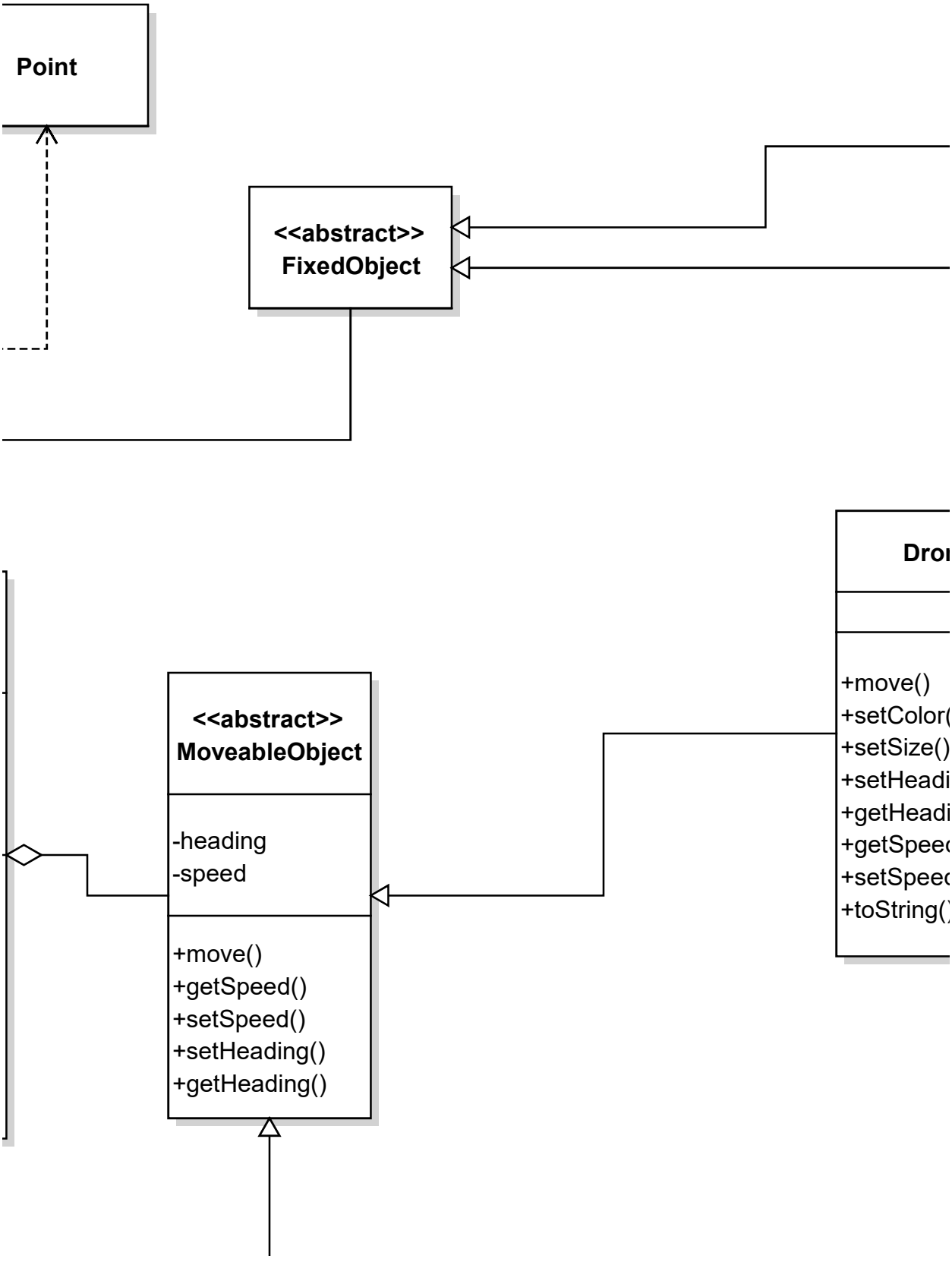
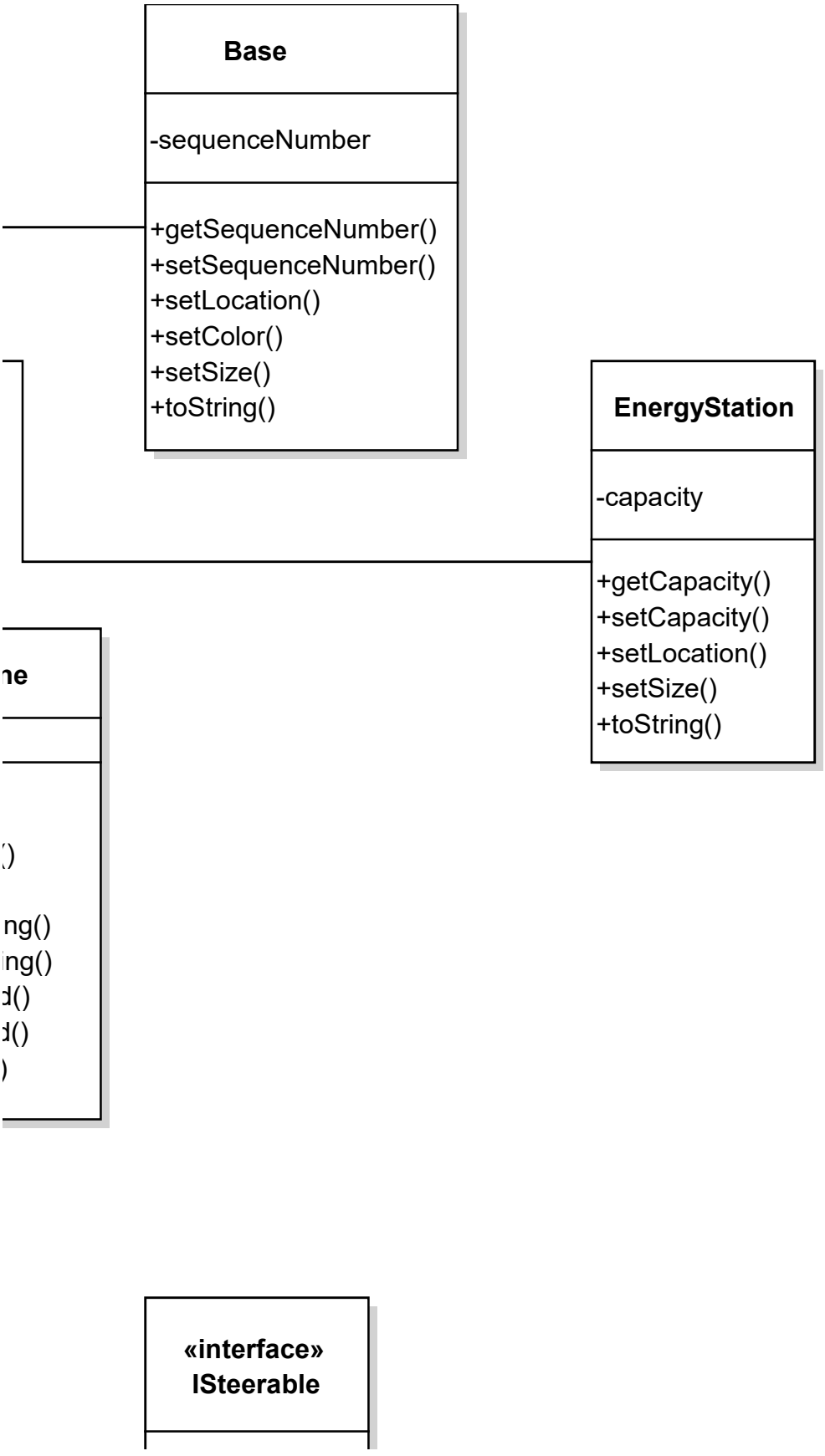
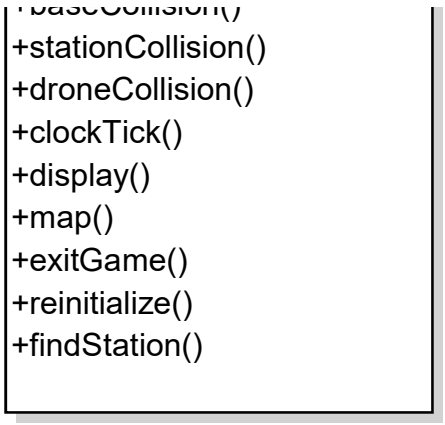
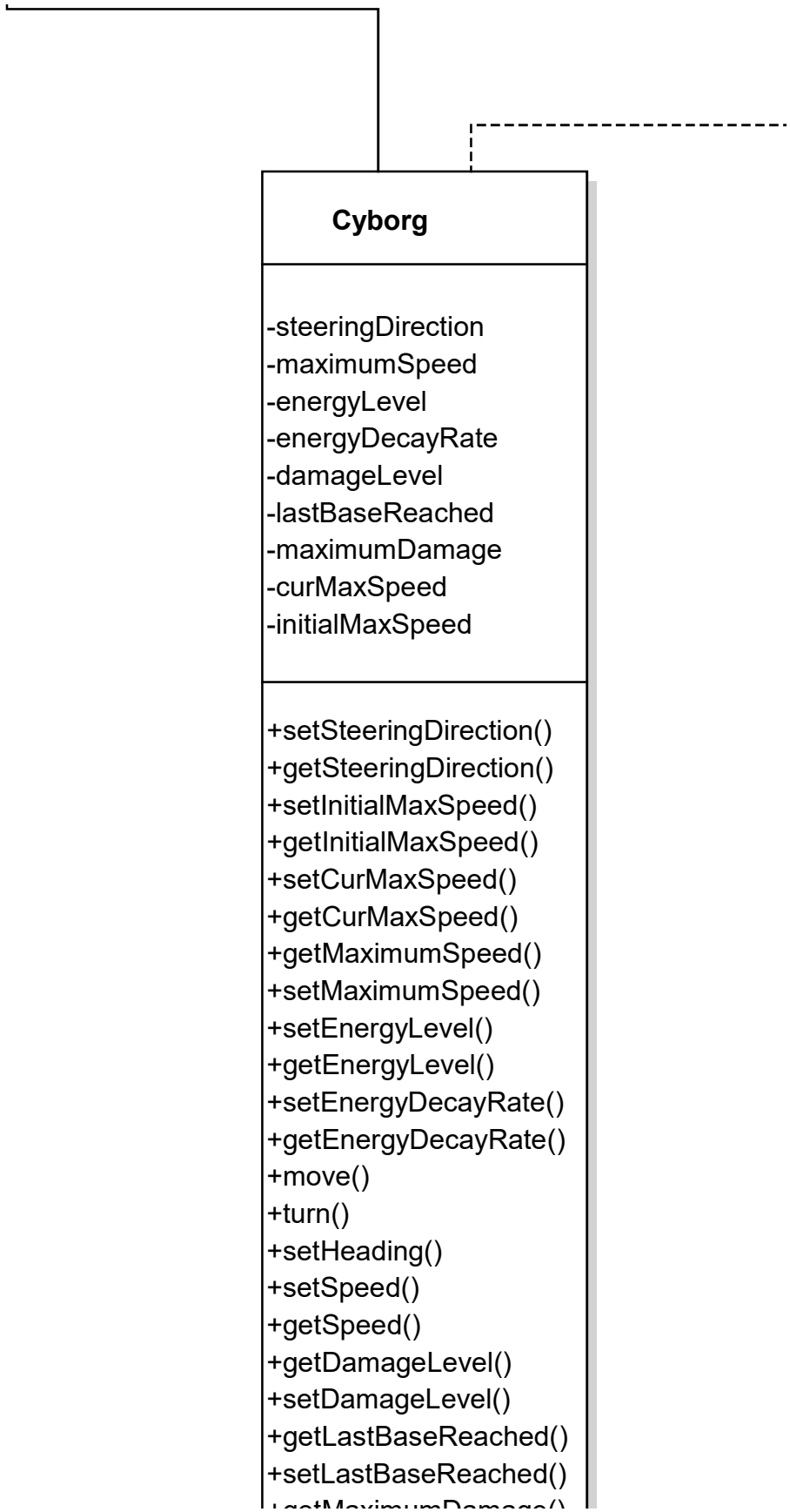
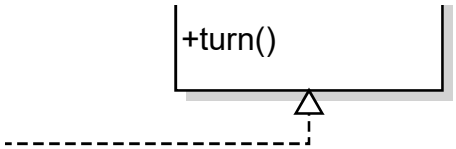

Form
ColorUtil
Game
-gw
-play()
<<abstract>>
GameObject
-size
-location
-color
+getSize()
+setSize()
+getLocation()
+setLocation()
+getColor()
+setColor()
+toString()
GameWorld
-playerLives
-clockTick
-listGameWorld : ArrayList
+init()
+setLives()
+getLives()
+setTick()
+getTick()
+accelerate()
+brake()
+turnLeft()
+turnRight()
+cyborgCollision()
Starter
+start()
+init()
+stop()
+destroy()

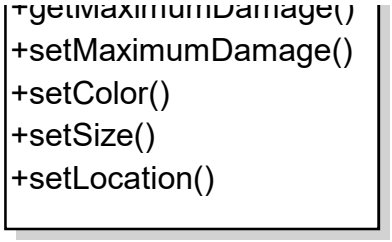

Point
<<abstract>>
FixedObject
<<abstract>>
MoveableObject
-heading
-speed
+move()
+getSpeed()
+setSpeed()
+setHeading()
+getHeading()
+move()
+setSize()
+setHeadi
+getHeadi
+setSpeed
+toString()


Base
-sequenceNumber
+getSequenceNumber()
+setSequenceNumber()
+setLocation()
+setColor()
+setSize()
+toString()
EnergyStation
-capacity
+getCapacity()
+setCapacity()
+setLocation()
+setSize()
+toString()
«interface»
ISteerable


+baseCollision()
+stationCollision()
+droneCollision()
+clockTick()
+display()
+map()
+exitGame()
+reinitialize()
+findStation()


Cyborg
-steeringDirection
-maximumSpeed
-energyLevel
-energyDecayRate
-damageLevel
-lastBaseReached
-maximumDamage
-curMaxSpeed
-initialMaxSpeed
+setSteeringDirection()
+getSteeringDirection()
+setInitialMaxSpeed()
+getInitialMaxSpeed()
+setCurMaxSpeed()
+getCurMaxSpeed()
+getMaximumSpeed()
+setMaximumSpeed()
+setEnergyLevel()
+getEnergyLevel()
+setEnergyDecayRate()
+getEnergyDecayRate()
+move()
+turn()
+setHeading()
+setSpeed()
+getSpeed()
+getDamageLevel()
+setDamageLevel()
+getLastBaseReached()
+setLastBaseReached()


+turn()


+getMaximumDamage()
+setMaximumDamage()
+setColor()
+setSize()
+setLocation()