|  |
| --- |
| Small Rock |
| + *hit* |
| + *draw* |

|  |
| --- |
| Medium Rock |
| + *hit* |
| + *draw* |

|  |
| --- |
| Big Rock |
| + *hit* |
| + *draw* |

|  |
| --- |
| Rock |
| + *hit* |
| + *draw* |

|  |
| --- |
| Bullet |
| + fire |
| + *draw* |

|  |
| --- |
| Ship |
| + apply\_thrust |
| + *draw* |
| + *advance* |

|  |
| --- |
| Velocity |
| – dx |
| – dy |
| + get\_dx |
| + get\_dy |
| + set\_dx |
| + set\_dy |

|  |
| --- |
| Point |
| – x |
| – y |
| + getX |
| + getY |
| + setX |
| + setY |
| + addX |
| + addY |

|  |
| --- |
| Flying Object |
| – point |
| – velocity |
| – alive |
| + get\_point |
| + get\_velocity |
| + set\_point |
| + set\_velocity |
| + is\_alive |
| + set\_alive |
| + kill |
| + *advance* |
| + *draw* |

|  |
| --- |
| Game |
| – screen\_width |
| - screen\_height |
| – ship |
| – bullets[] |
| – rock\*[] |
| – createRock |
| – cleanUpZombies |
| – getClosestDistance |
| – handleCollisions |
| + on\_key\_press  + on\_key\_release |
| + advance |
| + draw |