

GameFacade

-gameDisp: GameDisplay
-gameEng: GameEngine
-players: HashMap<Double, SpaceShip>

+playGame(): void
+stopGame(): void
+addPlayer(): KeyEventManager
+addPlayer(): double
+rotate(ID:double): void
+propel(ID:double): void
+fire(ID:double): void
+setWindowed(flag:boolean): void