addActor(actor) NormalAlien[i]:NormalAlien checkTopRow() **Multiply Aliens** :SpaceInvader increaseAliens(MultipleAlien) dool :MultipleAlien Act() :Explosion :Alien handleHit() Alien[i]:Alien create() :SpaceInvader **Shoot Aliens** setSpeedFactor(speedFactor) notifyAlienHit(actors) :Bomb :SpaceInvader create() :SpaceShip dool shoot() notifyAlienMoveFast(nbShots, actors)

Speed Up Aliens