

Asteroid

- Move piece

- GamePiece
- AsteroidController

Bullet

- Update position
- Distance bullet travels

- GamePiece
- Ship
- AsteroidController

Ship

- Ship acceleration
- Moving
- Shoot
- Power-up meter

- GamePiece
- Bullet
- AsteroidController

GamePiece

- Collisions
- Update position
- Set velocity
- Set rotations
- Set alive/dead
- Set game piece height/width

- Asteroid
- Bullet
- Ship

AsteroidController

- Pause
- Add game pieces
- Update canvas
- End game
- Handle key presses

- Ship
- Bullet
- Asteroid

AsteroidFXML

- Set scene/canvas/labels

- AsteroidController
- AsteroidMain

AsteroidMain

- Start javaFX
- Button clicked

- AsteroidController
- AsteroidFXML