

AbstractFlyingObject

f	♀	locationY	int
f	♀	image	BufferedImage
f	♀	height	int
f	♀	width	int
f	♀	isValid	boolean
f	♀	speedX	int
f	♀	speedY	int
f	♀	locationX	int
f	🔒	score	int
m	🔒	AbstractFlyingObject (int, int, int, int)	
m	🔒	AbstractFlyingObject ()	

m	🔒	explode ()	void
m	🔒	forward ()	void
m	🔒	setLocation (double, double)	void
m	🔒	vanish()	void
m	🔒	notValid()	boolean
m	🔒	setSpeedX (int)	int
m	🔒	crash(AbstractFlyingObject)	boolean

p	🔒	score	int
p	🔒	locationY	int
p	🔒	locationX	int
p	🔒	isValid	boolean
p	🔒	speedY	int
p	🔒	height	int
p	🔒	speedX	int
p	🔒	width	int
p	🔒	image	BufferedImage



AbstractAircraft

f	🔒	power	int
f	🔒	maxHp	int
f	🔒	shootNum	int
f	🔒	direction	int
f	♀	hp	int
m	🔒	AbstractAircraft (int, int, int, int, int)	
m	🔒	increaseHp (int)	void
m	🔒	decreaseHp (int)	void
m	🔒	shoot ()	List <BaseBullet >
p	🔒	direction	int
p	🔒	hp	int
p	🔒	maxHp	int
p	🔒	shootNum	int
p	🔒	power	int



HeroAircraft

f	🔒	power	int
f	🔒	shieldValid	boolean
f	🔒	shootNum	int
f	🔒	bloodPropStage	int
f	🔒	bulletSpeedUp	boolean
f	🔒	bulletPropStage	int
f	🔒	bulletValid	boolean
f	🔒	<i>heroAircraft</i>	HeroAircraft
m	🔒	HeroAircraft (int, int, int, int, int)	
m	🔒	initialize ()	void
m	🔒	shoot ()	List <BaseBullet >
m	🔒	forward ()	void
p	🔒	<i>heroAircraft</i>	HeroAircraft
p	🔒	bloodPropStage	int
p	🔒	shootNum	int
p	🔒	bulletSpeedUp	boolean
p	🔒	bulletPropStage	int
p	🔒	shieldValid	boolean
p	🔒	bulletValid	boolean
p	🔒	power	int