

Player and scoring system
are a direct association

Scoring System	
- score: int	- level: int
- timer: float	
- time passed: float	
+ calculateScore(): int	
+ startTimer(): int	
+ updateTimer(): void	
+ addPoints(points: int): void	
+ updateLevel(): void	
+ getLevel(): int	

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Player
- sprite: string
- lives: int
- position: string
- velocity: int
+ rotate(): void
+ accelerate(): void
+ decelerate(): void
+ collideWithAsteroid()

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Asteroid
- position: string
- velocity: int
- answer: int
+ correctAnswerCheck(): bool
- sprite: string
+ spawn(): void
+ destroy(): void
+ displayAnswer(): void
+ setAnswerAsteroid(answer: string): void
+ distributeAnswers(): void

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Math problem Generator
- currentProblem: String
- correctAnswer: int
- difficulty: int
+ AdditionProblem(): void
+ SubtractionProblem(): void
+ MultiplicationProblem(): void
+ DivisionProblem(): void
+ GetProblem(): void
+ SetDifficulty(level: int): void

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Asteroid holds the

answers to the math problem

The answers gets put on one
of the asteroids at random.

Asteroids exist w/out player

but player triggers asteroid destro
player collision w/ asteroid causes player to lose life