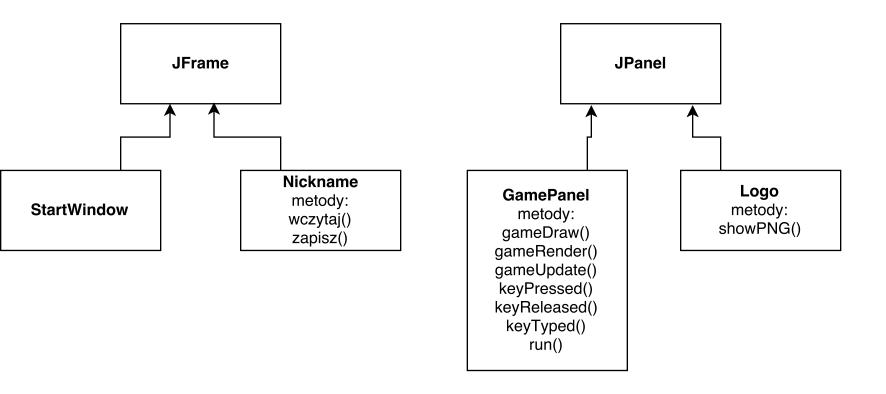
## MLG Invaders - etap 2 diagram klas



Start Game metoda: main()

Sounds metody: playSound()

Player metody: draw() setDown() setFiring() setLeft() setRight() setUp() update()

Bullet
metody:
draw()
getr()
getx()
gety()
update()

Enemy
metody:
draw()
getr()
getx()
gety()
hit()
isDead()
update()

GetProperties
metody:
get()
getProperties
setProperties