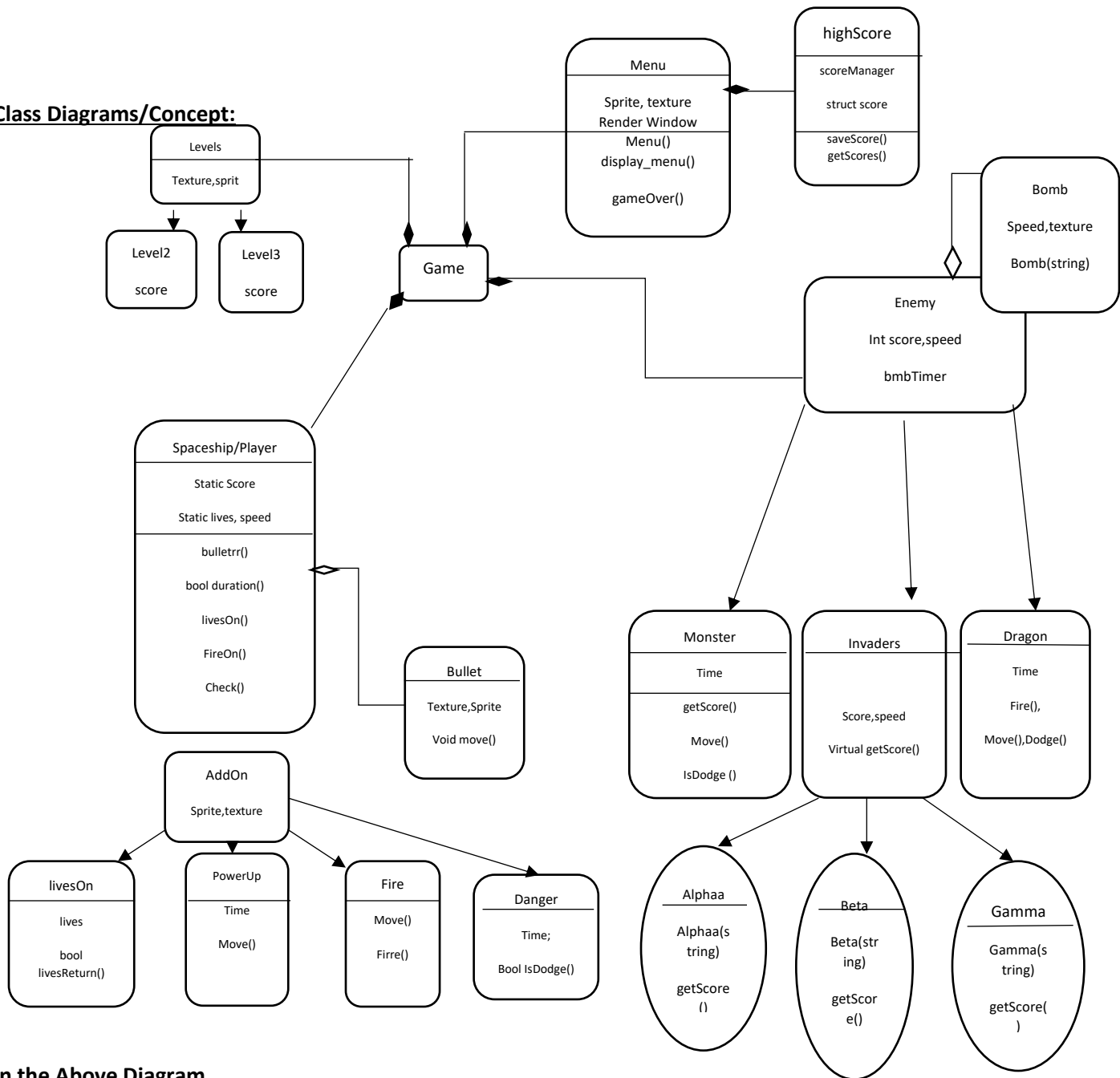


Class Diagrams/Concept:



In the Above Diagram,

I haven't described textures, Constructors, Destructors and sfml stuff inside class diagrams as they will be needed for most (all of them) of them.

Menu, Player, Menu and level Classes are aggregated to game.

Player Class:

Whole-part relationship between Player class and AddOn. Bullet is also a part-of Player.

Enemy Class:

Dragon, Monster and Invaders inherits from Enemy class and Alpha, Beta and Gamma further inherits from Invaders. Also Enemy class is an abstract class.