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| FlyingObjects |
| - alive : bool |
| - point : Point |
| - velocity : Velocity |
| +FlyingObject() |
| +getPoint() : Point |
| +getVelocity() : Velocity |
| +setPoint(Point) : void |
| +setVelocity(Velocity) : void |
| +isAlive() : bool |
| +kill() : void |
| +advance() : void |

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| --- |
| Point |
| -x : float |
| -y : float |
| +Point() |
| + Point(bool) |
| +Point(float, float) |
| +getX() : float |
| +getY() : float |
| +setX(float) : void |
| +setY(float) : void |
| +addX(float) : void |
| +addY(float) : void |

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| --- |
| Bird (base) |
| +Bird(Point) |
| +draw() : void |
| +hit() : int |

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| --- |
| Velocity |
| -dx : float |
| -dy : float |
| +Velocity() |
| +Velocity(float, float) |
| +getDx() : float |
| +getDy() : float |
| +setDx(float) : void |
| +setDy(float) : void |

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| Bullet |
| +Bullet() |
| +draw() : void |
| +fire(point:Point, angle:float) : void |

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| --- |
| SimpleBird |
| +SimpleBird(Bird) |
| +draw() : void |
| +hit() : int |
|  |

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| --- |
| ToughBird |
| +ToughBird(Bird) |
| +draw() : void |
| +hit() : int |

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| SacredBird |
| +SacredBird(Bird) |
| +draw() : void |
| +hit() : int |

SKEET UML DESIGN

Gabriel Ikpaetuk, 25th February 2021