**Space Shoot**

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I decided use a class Resources to put all texture, image, and sounds of the game objects. In this way the Resources holds what is common between the game objects while the game objects hold their position, velocity and health.

Also, each game object ship has two lists (vector) to hold their bullets and their visual effect of being hit (the pow image). I choose list because the number of bullets is unlimited and each pow has different timer to control when they would be destroyed.

In addition, in this game every object in the screen, except the letters, is a game object. In this way, in the main scene, it was necessary just to use a list of game objects. So, in the method Draw there is a loop of game objects and gameObjects[i]->Draw();. The letters show the status of health of the ships, they are rendered in a method in the GameObject class, and stop being rendered when these ships are destroyed.

