```
Object
         # sprite
         # alive
         + Object()
         + ~Object()
         + isAlive()
         + getSprite()
         + draw()
               Δ
        DynamicObject
# mass
# direction
# orientation
# speed
# radius
+ DynamicObject()
+ ~DynamicObject()
+ update()
+ collisionUpdate()
+ elasticCollision()
+ elasticCollision()
+ inelasticCollision()
+ getSpeed()
+ setAliveStatus()
# normalizeSpeedDirection()
# calculateNormalizedVector()
# rotateVector()
- getAverageCollidingPixel()
- adjustPosition()
- calculateVector2fLength()
              Ship
   - hp
   maxHp
   shieldHp
   maxShieldHp

    bombs

   - shipAcceleration
   shipRotationSpeed

    hpCountdown

   - shieldHpCountdown
   - bombsLeft
   + Ship()
   + update()
   + collisionUpdate()
   + drawText()
   initializeText()
   initializeTexture()
   - setRadius()
  setOrigin()updateView()
  - updateTextContent()- updateTextPositions()
   updateSpeedDirection()
   updateRotation()updateWeapons()

    regenerateShield()
```