```
SpaceInvaders  ──→  Controller  ◇──→  View  ┄→  newInvaderFrame
                         │                              ↑
                         ○                              │
                         │
                       Game  ←──────────────────┐
```

newInvaderPanel	
~ gameInfoProvider	GameInfoProvider
~ InvaderCounter	Int
~ ImageList	List
~ ImageIterator	Iterator
~ imageName	List
~ InvaderImageName	List

For this assignment, the laser has been fixed really (can shot faster) and the new windows added successfully.
So I think the level should be vi