



+ mediaPlayer: MediaPlayer  
+ shooter: Image  
+ bullet: Image  
+ parentHeight: double  
+ parentWidth: double

+ show(Pane): void  
+ updateBullet(): boolean  
+ reset(Target): void

+ start(Stage): void  
+ setOnKeyPressed(Event Handler<>):void  
+ handle(KeyEvent): void  
+ main(String[] args): void

- ImageView

+ GameOverScreen(updateGame)  
+ setOnMousePressed(Event Handler<>): void  
+ handle(MouseEvent): void  
+ show(Pane): void