

Team: Processor  
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### Driver

+ int stream  
~~float~~  
+ float sensitivity  
+ cooldown  
+ level  
+ 1

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- setup()  
- draw()  
~~makeAmmonions()~~  
- makeEnemies()  
- keyPressed()  
- keyReleased()

### Ammo

+ position  
+ velocity  
+ size

- move()  
- delay()  
- update()

### Enemy

+ x  
+ y  
+ HP  
+ aDelay  
+ type  
+ spraying  
+ threshold  
+ spiraling

- enemyShoot()  
- threeShot()  
- circle()  
- enemyMove()

### Hero

+ HP  
+ xcor  
+ ycor  
+ power  
+ point

- shoot()  
- move()

### Point

+ x  
+ y  
+ dx

- pointMove()

### Power

+ x  
+ y  
+ dx

- powerMove()