

Diver
+ points
- setup()
- draw()
- newGame()

Team Processor
YuQ: Wu
Rihui: Zheng
Nikolas Cruz-Marrstedt

Character
+ health / lives left
+ mana

- shoot()
- isAlive()
- move

Relax?

Minions
~~shoot~~

Enemy

- shoot()
- isAlive()
- move()

Boss
+ health

Bullet

+ speed
+ direction

- different bullet patterns()

