ExplosionManager

manages list of all explosions in the game

CollisionDetector

has references to all projectiles, planes, and terrain

redrawing

creates explosion

detects collision

sending user input

UserPlane

responds to user input, updates plane orientation and position

Plane

each plane is constantly recalculating its flight path to track its enemy

TerrainTile

generated before window opens

Explosion

draws/manages a particle type explosion

main.cpp

constantly looping, redrawing scene and getting user input for flight controls