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| main.cpp |
| vector<TerrainTile> terrain  vector<Planes> planes  ExplosionManager explosives |
| generateTerrain()  movePlanes()  drawObjects() |

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| ExplosionManager |
| ExplosionManager()  vector <Explosion> explosions |
| drawExplosions()  generateExplosion(int x, int y, int z) |

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| TerrainTile |
| float x, y, z  float r, g, b |
| drawTile() |

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| Plane |
| float x, y, z  float yaw, pitch |
| drawPlane()  fireBullet |

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| ComputerPlane |
| Plane\* enemy |
| trackEnemy() |

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| Explosion |
| Explosion(float x, float y, float z)  vector <Particle> particles |
| drawExplosion() |

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| Particle |
| float life  float r, g, b  float vx, vy, vz |
| advanceState() |

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| Missile |
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| HumanPlane |
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| CollisionDetector |
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| detectTerrainCollision(float x, float y, float z)  detectProjectileCollision(float x, float y, float z) |

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