+ setMoveAnimation(): void

+ setMoveAnimation(): void

+ move(): void

+ trueCoordinates(): abstract, Pair < >

+ setMoveAnimation(): void

+ setDeadAnimation(): void

+ dead(): void

-Enemy 1

-Enemy 2

-Enemy 5

-Enemy 6

- BFS()

Enemy 3, 4

+ update(): void

+ trueCoordinates(): Pair < >

+ randomMoving(): void

+ enemyUpdate(): abstract, void

#score: int

Enemy

+ update(): void

+ trueCoordinates(): Pair < >

+ addNewBomb(): void

+ removeBomb(): void

+ decreaseLive(): void

+ increaseLive(): void

+ increaseSpeed(): void

+ increaseFlameSize(): void

+ increaseNumberBomb(): void

+ increaseScore(): void

+ press(): void

+ release(): void

Movable

# SPF: double

# moveSpeed: int

# moveSpeedX: int

# moveSpeedY: int

# direction: Direction

# alive: boolean

# moving: boolean

# moveAnimation: List<List<Img>>

# deadAnimation: List<Img>

-newBomb: boolean

-flameSize: int

-numberBombs: int

-numberLives: int

-score: int

-bombList: List <Bomb>

Bomber

+ update(): void

+ explode(): void

+ flameRight(): void

+ flameLeft(): void

+ flameTop(): void

+ flameBottom(): void

-timeToExplode: int

-SPF: double

-setupTime: long

-size: int

-bombPass: boolean

-bomber: Bomber

Bomb

+ setAnimation(): void

+ update(): void

+ destroy(): void

Flame

+BrickExplode(xUnit, yUnit, Img)

+ update(): void

BrickExplode

+ update(): void

Brick

-BombItem

-FlameItem

-LiveItem

-Portal

-SpeedItem

StaticObject (xUnit, yUnit, Img)

StaticObject

Entity

#x, y: int

#img: Image

+ getAt(): Entity

+ checkCollision(): boolean

+ render(): void

+ update(): abtract void

-Wall

-Grass

DynamicObject

# animation: List<Image>

# currentImg: int

# timer: double

-LEFT(0)

-RIGHT(1)

-UP(2)

-DOWN(3)

+ getValue(): int

+ getDirection(): Direction

Enum: Direction