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| **Driver** |
| -hasLife : boolean  -levelNumber: int |
| + main (): void  + playNormalLevel () : Boolean  + playBossLevel() |

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| **Game** |
| -gameboard[][]: String  -moveInput: String  -playerLoc[]: int  -alienNumber: int  -alienDirection: Boolean  -gameOver: boolean |
| + setGameOver(): void  + Game()  + loadLevel (): String  + printGameboard(): void  + playGame(): void  + levelComplete(): Boolean  +getGameOver(): Boolean  + promptUser(): void  + alienBulletMovement():void  +setAliendDirectionRight(): void  +setAlienDirectionLeft(): void  +getAlienDirection(): Boolean  +alienMovement(): void  +alienMoveDown():void  +alienMove(): void  +alienShooting(): void  +playerBulletMovement(): void  +playerMoveRight():void  +playerMoveLeft():void  +playerShoot():void  +playerLogic():void  +setAlienNumber():void  +getAlienNumber():int  +lostPlayerLives(): void  +getPlayerLives():int |

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| **Boss** |
| -bosslife: int  -bossRow: int  -bossMovedDown: Boolean |
| +Boss()  +levelComplete(): Boolean  +alienMoveDown(): void  +alienMove(): void  +playerBulletMovement():void  +alienShooting(): void  +getBossLife(): int  +setBossLife(): void  +getBossRow(): int  +setBossRow(): void |

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| **Node** |
| -next:Node  -pbullet:int[] |
| +Node()  +getNext(): Node  +setNext():void  +getRow(): int  +setRow(): void  +getColumn():int  +setColumn():void |

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| **PlayerBullets** |
| -head:Node  -current:Node |
| +PlayerBullets()  +isEmpty():Boolean  +size():int  +add():void  +getNode():Node  +remove():void  +removeAll():void  +find():int |