**README**

For the UML diagram I did not have enough space to include everything into them. For command classes I also had:

|  |  |  |
| --- | --- | --- |
| addAbout | addAsteroidCollided | addAsteroids |
| addAsteroidWhackedSaucer | addDecreaseShipSpeed | addEliminate |
| addFireMissile | addFlyingSaucer | addIncreaseShipSpeed |
| addJumpThroughSpace | addMissileKillAsteroids | addQuit |
| addREloadMissiles | addShipCrashedAsteroids | addShipHitFlyingSaucer |
| addShips | addSpaceStation | addSound |
| addTick | addTurnShipLeft | addTurnShipRight |

Also inside my Game, GameWorld, GameWorldProxy, and IGameWorld I should have included all of these new commands as well but I did not have enough space to include them along with their attributes.

For my increase speed, decrease speed, turn left, turn right, and firing I have them both as keybinding and buttons.

The save, undo, quit, new, sound, and about buttons I placed them inside the overflow instead of the side menu buttons.