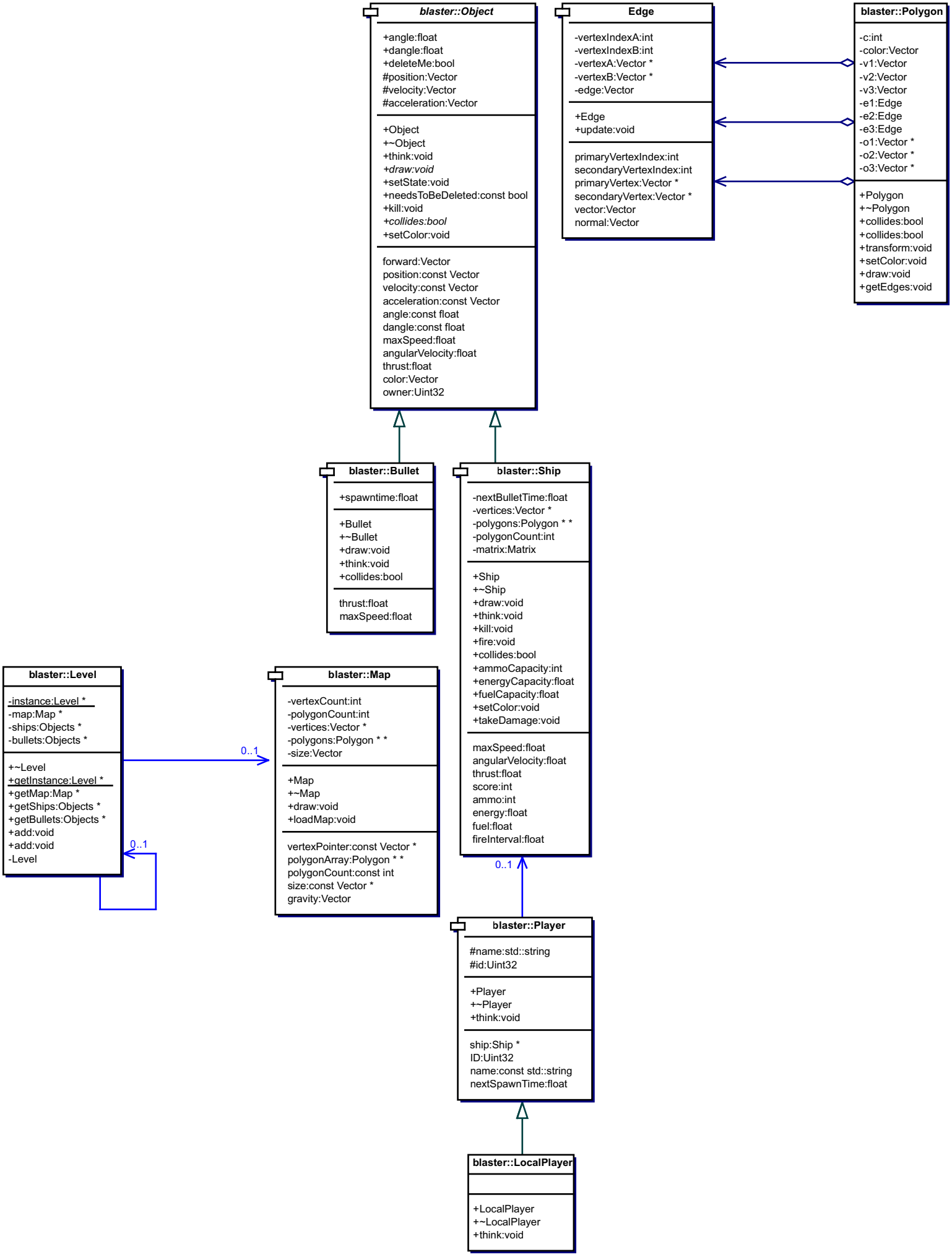
blaster::Object
+angle:float
+dangle:float
+deleteMe:bool
#position:Vector
#velocity:Vector
#acceleration:Vector
+Object
+~Object
+think:void
+draw:void
+setState:void
+needsToBeDeleted:const bool
+kill:void
+collides:bool
+setColor:void
forward:Vector
position:const Vector
velocity:const Vector
acceleration:const Vector
angle:const float
dangle:const float
maxSpeed:float
angularVelocity:float
thrust:float
color:Vector
owner:Uint32
Edge
-vertexIndexA:int
-vertexIndexB:int
-vertexA:Vector *
-vertexB:Vector *
-edge:Vector
+Edge
+update:void
primaryVertexIndex:int
secondaryVertexIndex:int
primaryVertex:Vector *
secondaryVertex:Vector *
vector:Vector
normal:Vector
blaster::Polygon
-c:int
-color:Vector
-v1:Vector
-v2:Vector
-v3:Vector
-e1:Edge
-e2:Edge
-e3:Edge
-o1:Vector *
-o2:Vector *
-o3:Vector *
+Polygon
+~Polygon
+collides:bool
+collides:bool
+transform:void
+setColor:void
+draw:void
+getEdges:void
blaster::Bullet
+spawntime:float
+Bullet
+~Bullet
+draw:void
+think:void
+collides:bool
thrust:float
maxSpeed:float
blaster::Ship
-nextBulletTime:float
-vertices:Vector *
-polygons:Polygon * *
-polygonCount:int
-matrix:Matrix
+Ship
+~Ship
+draw:void
+think:void
+kill:void
+fire:void
+collides:bool
+ammoCapacity:int
+energyCapacity:float
+fuelCapacity:float
+setColor:void
+takeDamage:void
maxSpeed:float
angularVelocity:float
thrust:float
score:int
ammo:int
energy:float
fuel:float
fireInterval:float
blaster::Level
-instance:Level *
-map:Map *
-ships:Objects *
-bullets:Objects *
+~Level
+getInstance:Level *
+getMap:Map *
+getShips:Objects *
+getBullets:Objects *
+add:void
+add:void
-Level
0..1
0..1
blaster::Map
-vertexCount:int
-polygonCount:int
-vertices:Vector *
-polygons:Polygon * *
-size:Vector
+Map
+~Map
+draw:void
+loadMap:void
vertexPointer:const Vector *
polygonArray:Polygon * *
polygonCount:const int
size:const Vector *
gravity:Vector
0..1
blaster::Player
#name:std::string
#id:Uint32
+Player
+~Player
+think:void
ship:Ship *
ID:Uint32
name:const std::string
nextSpawnTime:float
blaster::LocalPlayer
+LocalPlayer
+~LocalPlayer
+think:void