```
GameObject
   + GameObject()
   + GameObject()
   + Update()
   + SetModel()
   + SetShader()
   + SetRotate()
   + SetRotation()
   + SetPos()
   + SetScale()
   + GetPos()
   and 21 more...
        Water
+ Water()
+ Update()
+ SetFBO()
+ GetFBO()
+ SetDBO()
+ GetDBO()
+ SetColourTextureID()
+ GetColourTextureID()
+ SetDepthTextureID()
+ GetDepthTextureID()
+ SetSize()
+ GetSize()
```