## sf::Shape

- m_texture
- m_textureRect
- m_fillColor
- m_outlineColor
- m_outlineThickness
- m_vertices
- m_outlineVertices
- m_insideBounds
- m_bounds

+ ~Shape()
+ setTexture()
+ setTextureRect()
+ setFillColor()
+ setOutlineColor()
+ setOutlineThickness()
+ getTexture()
+ getTextureRect()
+ getFillColor()
+ getOutlineColor()
+ getOutlineThickness()
+ getPointCount()
+ getPoint()
+ getLocalBounds()
+ getGlobalBounds()
# Shape()
# update()
- draw()
- updateFillColors()
- updateTexCoords()
- updateOutline()
- updateOutlineColors()

## sf::ConvexShape

- m_points

+ ConvexShape()
+ setPointCount()
+ getPointCount()
+ setPoint()
+ getPoint()

## bullet

+ start
+ end
+ x
+ y
+ angle
+ recoilAngle
+ recoilRange
+ length

+ bullet()