## GameObject + speed + acceleration + GameObject() + ~GameObject() + move() + getPosition() + update() + render() Actor # shot status # max speed + Actor() + ~Actor() + defaultAccelerationChangeMove() + getGlobalBounds() + isObjectOnScreen() + getShotStatus() + getShotStatus() + tryToShoot() Enemy Player # shoot delay + Player() + getGlobalBounds() + getGlobalBounds() + move() + render() + getPosition() + defaultAccelerationChangeMove() + defaultAccelerationChangeMove() + accelerationLeft() + update() + accelerationStop() + accelerationDown() + accelerationUp() + getSpeed() + isObjectOnScreen() + ~Player() + tryToShoot() + isObjectOnScreen() shotDelayUpdate()

# notshotable

+ getPosition()

+ move() + render()

+ Enemy()

+ update() + getSpeed()

+ ~Enemy()