```
GameObject
        + speed
        + acceleration
        + GameObject()
        + ~GameObject()
        + move()
        + getPosition()
        + update()
        + render()
              Actor
# shot status
# max speed
+ Actor()
+ ~Actor()
+ defaultAccelerationChangeMove()
+ getGlobalBounds()
+ isObjectOnScreen()
+ getShotStatus()
+ getShotStatus()
+ tryToShoot()
```