```
                        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

 + getGlobalBounds()              + Player()
 + move()                         + getGlobalBounds()
 + render()                       + move()
 + getPosition()                  + render()
 + Enemy()                        + getPosition()
 + defaultAccelerationChangeMove()+ defaultAccelerationChangeMove()
 + accelerationLeft()             + update()
 + accelerationDown()             + accelerationStop()
 + accelerationUp()               + getSpeed()
 + update()                       + isObjectOnScreen()
 + getSpeed()                     + ~Player()
 + ~Enemy()                       + tryToShoot()
 + isObjectOnScreen()             - shotDelayUpdate()
```