«Interface»
Weapon

attack(double deltaTime): Set<Projectile>
upgrade(): void
getName(): String
getStats(): WeaponStats

«creates»

«Interface»
Projectile

getDamage(): double
isAlive(): boolean
getOwnerPosition(): Vector2dc
getOwnerName(): String
isImmortal(): boolean

GenericWeapon

PointerWeapon

setPosToHit(Supplier<Vector2d>) : void

ConcreteProjectile

ProjectileStats

setMultiplier(double newMult): void
getStat(ProjStatType type): double