```
rum::ParticleForceGenerator
+ ~ParticleForceGenerator()
+ UpdateForce()
# ParticleForceGenerator()
  rum::ParticleBuoyancy
  # m maxDepth
  # m volume
  # m liquidHeight
  # m liquidDensity
  + ParticleBuoyancy()
```

+ ~ParticleBuoyancy() + UpdateForce()