```
┌─────────────────────────────────┐
│   BeerEngine::Component          │
│   ::IColliderEnter               │
├─────────────────────────────────┤
│                                  │
├─────────────────────────────────┤
│  + onColliderEnter()             │
└─────────────────────────────────┘
```

Game::Component::Character
+ _speed
+ _bombNb
+ _explosionSize
+ _direction
+ map
# _transform
+ Character()
+ start()
+ fixedUpdate()
+ update()
+ translate()
+ move()
+ increaseSpeed()
+ addBomb()
+ increaseExplosionSize()
+ dropBomb()
and 8 more...

Game::Component::Player
+ createCrateSignal
+ srcAudio
+ itemSrcAudio
+ play
# _transform
# _character
+ Player()
+ ~Player()
+ start()
+ fixedUpdate()
+ update()
+ renderUI()
+ onColliderEnter()
+ serialize()
+ deserialize()
+ playStepSound()