

Game::Component::Bomb

- + map + power
- + bombs
- # render
- # timer
- + Bomb()
- + ~Bomb()
- + start()
- + fixedUpdate()
- + update()
- + onColliderExit()
- + explode()
- + setPower()

Game::Component::Character

- + _speed
- + _bombNb
- + _explosionSize
- + direction
- + map
- # _transform
- + Character()
- + start()
- + fixedUpdate()
- + update()
- + translate()
- + move()
- + increaseSpeed()
- + addBomb()
- + increaseExplosionSize()
- + dropBomb()