

## Game::Component::Character

- + \_speed + bombNb
- + \_explosionSize
- + direction
- + map
- # transform
- + Character()
- + start()
- + fixedÚpdate()
- + update()
- + translate()
- + move()
- + increaseSpeed()
- + addBomb()
- + increaseExplosionSize()
- + dropBomb()
- and 8 more...

## Game::Component::Item

- + transform
- + \_type
- + map
- + Item()
- + ~ltem()
- + start()
- + fixedUpdate()
- + update()
- + onTriggerStay()
- + onTriggerEnter()
- + onTriggerExit()
- + serialize()
- + deserialize()