```
+-------------------------+
|        ISystem          |
+-------------------------+
|                         |
+-------------------------+
| + ~ISystem()            |
| + run()                 |
| + ~ISystem()            |
| + run()                 |
+-------------------------+
             △
             |
+-------------------------+
|      PlayerSystem       |
+-------------------------+
|                         |
+-------------------------+
| + PlayerSystem()        |
| + ~PlayerSystem()       |
| + run()                 |
| + createBullet()        |
| + PlayerSystem()        |
| + ~PlayerSystem()       |
| + run()                 |
| + createBullet()        |
+-------------------------+
```