```
float
                      DrawablePath
  #accuracyPaddingRatio/#HitBox
   CustomHitBoxComponent
 + CustomHitBoxComponent()
 + ~CustomHitBoxComponent()
+ setHitBox()
 + setHitBox()
+ getHitBox()
+ getAccuracyPaddingRatio()
+ setAccuracyPaddingRatio()
# updateHitBoxBounds()
```