```
GamePlayState::GetDeltaTime

GameObjectState::GetHeight

GamePlayState::getKeyInput

GameObjectState::GetPosX

GameObjectState::GetPosY

GameObjectState::GetWidth

GameObjectState::setHeight

ControllerComponent          GameObjectState::setInteracting
::Update
                             GameObjectState::setIsAttacking

                             GameObjectState::setIsBeing
                             Attacked

                             GameObjectState::setIsJumping

                             GameObjectState::setIsVisible

                             GameObjectState::setPosX

                             GameObjectState::setPosY

                             GameObjectState::setScale

                             GameObjectState::setWidth
```