## Component

# tag # compoName

- + Component()
- + ~Component()
- + Update()
- + Render()
- + Start()
- + Shutdown()
- + getTag()
- + setCompRemoved()
- + getCompoName()
- + setCompoName()

## GameObjectState

- + GameObjectState()
- + ~GameObjectState()
- + GetVelocityX()
- + GetVelocityY()
- + GetPrevX()
- + GetPrevY()
- + GetPosX()
- + GetPosY()
- + GetHeight()
- + GetWidth()
- and 32 more...

/#gameObjectStatePtr

## RectangleComponent

# tag

# compoName

# textContent
# textColor

# textureText

# rect

# x\_pos
# y\_pos

# width

# height

# red

# green # blue

# alpha

- + RectangleComponent()
- + RectangleComponent()
- + ~RectangleComponent()
- + Update()
- + Render()
- + Start()
- + Shutdown()
- + getTag()
- + getCompoName()
- + setCompoName()
- + setUpRectangle()