**Main**

&Window
&Renderer

&Player

PlayerList
WallContainer
ProjectileList
&window
&Renderer

PlayerList
WallContainer
ProjectileList
&Renderer

**Initialize**

**Update Player State**

**Move Objects**

**Render Objects**

Quit

&Window

Success

&Renderer

Direction

MouseX
MouseY

Object

Wall
Container

Collision
Detected

**Create Window**

**Create Renderer**

**Get Input Direction**

**Get Mouse Position**

**Check Collision**

Game