```
AbstractCollisionMediator
# collision filter()
# collision_updates_physics()
# collision_handle()
# add()
# remove()
           World

    bodies

  movables
- MAX STEP ITERATIONS
+ ~World()
+ bodies()
+ add()
+ remove()
+ step()
# World()
       BreakoutWorld
+ WIDTH
+ HEIGHT
+ GOAL_SCORE
+ BONUS SCORE
+ BRICK SCORE
- level_filename_path
- _players
 balls
- bricks

    _paddles

 bonuses
 drawables
+ BreakoutWorld()
+ add()
+ remove()
+ clear()
+ restart()
+ load level()
+ collision filter()
+ collision_updates_physics()
+ collision_handle()
+ balls()
        and 5 more...
```