```
OtterEngine::Object
           # name
           # _hitbox
           # velocity
           # _events
           # sprite
           #_aim
           + Object()
           + ~Object()
           + setPos()
           + setAim()
           + setHitBox()
           + setVelocity()
           + getPos()
           + getAim()
           + getSize()
           + getAngle()
           and 8 more...
                   Bullet
            #_camp
             + Bullet()
             + ~Bullet()
             + setCamp()
             + getCamp()
            + hit()
             + updateEvents()
             + Bullet()
             + ~Bullet()
             + setCamp()
             + getCamp()
             and 10 more.
      Bomb
                             Explosion
+ Bomb()
                         + Explosion()
+ ~Bomb()
                         + ~Explosion()
+ updateEvents()
                         + isFinished()
+ hit()
                         + Finish()
+ Bomb()
                         + hit()
+ ~Bomb()
                         + updateEvents()
+ updateEvents()
                         + Explosion()
+ hit()
                         + ~Explosion()
+ Bomb()
                         + isFinished()
+ ~Bomb()
                         + Finish()
+ updateEvents()
                         and 8 more...
+ hit()
```