```
OtterEngine::Object
#
  name
#
  hitbox
# velocity
  events
#
  _sprite
#
#
  aim
+ Object()
+ ~Object()
+ setPos()
+ setAim()
+ setHitBox()
+ setVelocity()
+ getPos()
+ getAim()
+ getSize()
+ getAngle()
and 8 more...
      Energy
 + Energy()
 + ~Energy()
 + getValue()
 + updateEvents()
 + Energy()
 + ~Energy()
 + getValue()
```

+ updateEvents() + Energy() + ~Energy() + getValue() + updateEvents()