```
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
 + Bomb()
 + ~Bomb()
 + updateEvents()
 + hit()
 + Bomb()
 + ~Bomb()
 + updateEvents()
 + hit()
 + Bomb()
 + ~Bomb()
 + updateEvents()
 + hit()
```