```
OtterEngine::Hitbox
    + Hitbox()
    + ~Hitbox()
    + setAngle()
    + setPos()
    + setType()
    + setSquareSize()
    + setRadius()
    + getAngle()
    + getPos()
    + getType()
    + getSquareSize()
    + getRadius()
    + applyLPos()
    + doCollide()
               # hitbox
    OtterEngine::Object
    #_name
    # _velocity
    #_events
    # aim
    + Object()
    + ~Object()
    + setPos()
    + setAim()
    + setHitBox()
    + setVelocity()
    + getPos()
    + getAim()
    + getSize()
    + getAngle()
    and 8 more...
                       # obi
                               # sprite
   SpaceShip
                          OtterEngine::ISprite
# lastShoot
                         #_pos
# cooldown
#_camp
                         # size
+ SpaceShip()
                         + ISprite()
+ ~SpaceShip()
                         + ~ISprite()
+ shootBullet()
                         + refresh()
+ getCooldown()
                         + loadSpriteFromFile()
+ setCooldown()
                         + loadSpriteFromFile()
                         + loadSpriteFromFile()
+ getCamp()
+ setCamp()
                         + getPosition()
+ updateEvents()
                         + setSize()
+ SpaceShip()
                         + setPosition()
+ ~SpaceShip()
                         + getSize()
and 6 more...
```