```
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...
                         # obj
                                  # sprite
       Bullet
                            OtterEngine::ISprite
 # camp
                           #_pos
                           # size
 + Bullet()
 + ~Bullet()
                           + ISprite()
 + setCamp()
                           + ~ISprite()
 + getCamp()
                           + refresh()
                           + loadSpriteFromFile()
 + hit()
 + updateEvents()
                           + loadSpriteFromFile()
                           + loadSpriteFromFile()
 + Bullet()
                           + getPosition()
 + ~Bullet()
                           + setSize()
 + setCamp()
 + getCamp()
                           + setPosition()
 and 10 more...
                           + getSize()
```