```
OtterEngine::Object
 # _na...
# _hitbox
'eloci
  #_velocity
  #_events
  # _sprite
# _aim
  + Object()
  + ~Object()
  + setPos()
  + setAim()
  + setHitBox()
  + setVelocity()
  + getPos()
  + getAim()
  + getSize()
  + getAngle()
  and 8 more...
          ΔΔ
      SpaceShip
   #_lastShoot
   #_cooldown
   # camp
   + SpaceShip()
   + ~SpaceShip()
   + shootBullet()
   + getCooldown()
   + setCooldown()
+ getCamp()
   + setCamp()
   + updateEvents()
   + SpaceShip()
   + ~SpaceShip()
   and 6 more...
        ΔΔΔ
  EnnemySpaceShip
+ EnnemySpaceShip()
+ ~EnnemySpaceShip()
+ CollisionVerification()
+ CollisionReaction()
+ updateEvents()
+ EnnemySpaceShip()
+ ~EnnemySpaceShip()
+ clone()
+ CollisionVerification()
+ CollisionReaction()
and 7 more..
        ДДД
    ZigZagEnnemy
+ ZigZagEnnemy()
+ ~ZigZagEnnemy()
+ collide()
+ collision()
+ always()
+ alwaysGoDown()
+ alwaysGoUp()
+ GoDownVerification()
+ GoUpVerification()
+ GoDownReaction()
and 27 more...
```

ShootingEnnemy

+ ShootingEnnemy()

+ clone()

+ collide()

+ collision()

+ always()

+ updateEvents()

+ shoot()

+ ~ShootingEnnemy()