```
OtterEngine::Object
      name
     hitbox
  #
  # .
     velocity
  # _events
# _sprite
# _aim
     _aim
  + Object()
  + ~Object()
  + setPos()
  + setAim()
  + setHitBox()
  + setVelocity()
  + getPos()
  + getAim()
  + getSize()
  + getAngle()
  and 8 more...
           Δ
       SpaceShip
   #
      lastShoot
      _cooldown
   #
   #
      camp
    + SpaceShip()
    + ~SpaceShip()
    + shootBullet()
    + getCooldown()
+ setCooldown()
+ getCamp()
    + setCamp()
    + updateEvents()
    + SpaceShip()
+ ~SpaceShip()
    and 6 more..
         ΑΑΑ
   EnnemySpaceShip
+ EnnemySpaceShip()
+ ~EnnemySpaceShip()
+ CollisionVerification()
+ CollisionReaction()
+ updateEvents()
+ EnnemySpaceShip()
  ~EnnemySpaceShip()
+ clone()
+ CollisionVerification()
+ CollisionReaction()
and 7 more..
         Δ
            Δ
     ZigZagEnnemy
+ ZigZagEnnemy()
   ~ZigZagEnnemy()
+ collide()
+ collision()
+ always()
+ alwaysGoDown()
+ alwaysGoUp()
  GoDownVerification()
GoUpVerification()
  GoDownReaction()
and 27 more...
```