```
OtterEngine::Object
#
   name
#
  hitbox
#
  velocity
# _events
  _sprite
#
  aim
+ Object()
+ ~Object()
+ setPos()
+ setAim()
+ setHitBox()
+ setVelocity()
+ getPos()
+ getAim()
+ getSize()
+ getAngle()
and 8 more...
      Λ
         Λ
       Bullet
 #_camp
 + Bullet()
 + ~Bullet()
 + setCamp()
 + getCamp()
 + hit()
 + updateEvents()
 + Bullet()
 + ~Bullet()
 + setCamp()
 + getCamp()
 and 10 more...
     Explosion
 + Explosion()
 + ~Explosion()
 + isFinished()
 + Finish()
 + hit()
 + updateEvents()
 + Explosion()
 + ~Explosion()
 + isFinished()
 + Finish()
```

and 8 more...