```
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
       SpaceShip
                                OtterEngine::ISprite
   #_lastShoot
   #_cooldown
#_camp
                               # _pos
# _size
   + SpaceShip()
                               + ISprite()
   + ~SpaceShip()
                               + ~ISprite()
   + shootBullet()
                               + refresh()
   + getCooldown()
                               + loadSpriteFromFile()
                               + loadSpriteFromFile()
   + setCooldown()
   + getCamp()
+ setCamp()
                               + loadSpriteFromFile()
                               + getPosition()
   + updateEvents()
                               + setSize()
   + SpaceShip()
+ ~SpaceShip()
                               + setPosition()
                               + getSize()
   and 6 more...
           ДД
  EnnemySpaceShip
+ EnnemySpaceShip()
+ ~EnnemySpaceShip()
+ CollisionVerification()
+ CollisionReaction()
+ updateEvents()
+ EnnemySpaceShip()
 ~EnnemySpaceShip()
+ clone()
+ CollisionVerification()
 CollisionReaction()
and 7 more...
```