```
OtterEngine::Object
```

_name
_hitbox
_velocity
_events
_sprite
_aim

+ Object()
+ ~Object()
+ setPos()
+ setAim()
+ setHitBox()
+ setVelocity()
+ getPos()
+ getAim()
+ getSize()
+ getAngle()
and 8 more...

```
CooldownReduc
```

+ CooldownReduc()
+ ~CooldownReduc()
+ updateEvents()