```
OtterEngine::Object
#
  name
# hitbox
# velocity
# events
# sprite
# aim
+ Object()
+ ~Object()
+ setPos()
+ setAim()
+ setHitBox()
+ setVelocity()
+ getPos()
+ getAim()
+ getSize()
+ getAngle()
and 8 more...
OtterEngine::Gauge
+ Gauge()
+ ~Gauge()
+ update()
```

+ getSize()