```
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...
           ΔΔ
                          #_obj
                                  #_sprite
    SpaceShip
                              OtterEngine::ISprite
 # _lastShoot
# _cooldown
# _camp
                            # _pos
# _size
 + SpaceShip()
                            + ISprite()
                            + ~ISprite()
 + ~SpaceShip()
 + shootBullet()
                            + refresh()
 + getCooldown()
                            + loadSpriteFromFile()
 + setCooldown()
                            + loadSpriteFromFile()
 + getCamp()
                            + loadSpriteFromFile()
 + setCamp()
                            + getPosition()
 + updateEvents()
                            + setSize()
 + SpaceShip()
+ ~SpaceShip()
                            + setPosition()
                            + getSize()
 and 6 more...
       Player
+ Player()
+ ~Player()
+ StartMoveUp()
+ StartMoveRight()
+ StartMoveDown()
  StartMoveLeft()
+ StartShoot()
+ StartBomb()
+ StopMoveUp()
+ StopMoveRight()
```

and 64 more...