GameComponent

Name
ID
Transaction
Position
drawable
collidable
sensor
spawner

+ GameComponent()
+ GameComponent()
+ GameComponent()
+ Update()
+ Collide()
+ Draw()
+ hasTransaction()
+ setTransaction()
+ getTransaction()
+ getPosition()
and 9 more...

MovableComponent

+ MovableComponent()
+ ~MovableComponent()
+ Collide()
+ Update()
+ Draw()