```
GameComponent
  + y
  # Name
  # ID
  # Transaction
  # Position
  # drawable
  # collidable
  # sensor
  # spawner
  # DeadComponent
       declspec()
       declspec()
       decIspec()
       decIspec()
      declspec()
       declspec()
       decIspec()
       declspec()
       decIspec()
       decIspec()
  and 9 more...
  MovableComponent
+ MovableComponent()
+ ~MovableComponent()
+ Collide()
+ Update()
+ Draw()
```