## GameComponent # Name # ID # Position # drawable # collidable # sensor # spawner # DeadComponent + GameComponent() + GameComponent() + GameComponent() + Update() + Collide() + Draw() + getPosition() + setPosition() + hasDrawable() + hasCollidable() and 8 more... MovableComponent + MovableComponent()

+ ~MovableComponent()

+ Collide() + Update() + Draw()