Game Object # sf::Vector2f position # int width # int height # sf::Sprite sprite + Game Object(float x, float \overline{y} , int \overline{w} , int h) + virtual ~Game Object ()=default + virtual void update() + virtual void render (sf::RenderWindow &window. Camera &camera) + virtual sf::FloatRect get rect() const + sf::Vector2f get position () const Bouncer

+ Bouncer(float x, float y) + void update() override + void bounce() + float get_force() const + sf::FloatRect get_rect () const override