```
Game Object
# sf::Vector2f position
# int width
# int height
# sf::Sprite sprite
+ Game Object(float
x. float v. int 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
         Checkpoint
 + Checkpoint(float x,
  float v)
  + bool is reached() const
```

+ void touchdown()