## Game Object # sf::Vector2f position # int width # int height # sf::Sprite sprite + Game Object(float x, float $\overline{y}$ , 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 Solid Block + Solid Block(float x, float y, int level, char c) + Solid Block(float x, float y, int w, int h) Fan + Fan(float x, float y) + void update() override