Game_Object

sf::Vector2f position
int width
int height
sf::Sprite sprite

+ Game_Object(float
 x, float 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

Launcher

+ Launcher(float x,
 float y)
+ void update() override
+ sf::FloatRect get_rect
() const override
+ void launch()
+ bool is_launched()
 const
+ void reset()