

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
```