```
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
           Flamer
```

## + Flamer(float x, float y) + void update() override + bool is\_flaming() const + sf::FloatRect get\_rect () const override