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,

+ virtual sf::FloatRect get_rect() const + sf::Vector2f get_position () const

Camera &camera)

Healthpack

- + Healthpack(float x,
 float y)
 + void undate() override
- + void update() override + bool is_used() const
- + void use() + void render(sf::RenderWindow
- &window, Camera &camera) override