```
PhysicObject

    facingPosition

# id
# myBody
# numFootContacts
# updatable
# vulnerable
# ticksTillVulnerable
# globalCount
+ PhysicObject()
+ ~PhysicObject()
+ getId()
+ move()
+ getObjectType()
+ getTypeForSerialization()
+ handleCollisionWith()
+ handleStopCollidingWith()
+ getMyBody()
+ getPositionX()
and 10 more...
# notify()
# getWidth()
# getHeight()
         Projectile
+ PROJECTILE TYPE
# damage
# initialX
# initialY
# facingPosition
# bouncy
+ Projectile()
+ ~Projectile()
+ getDamage()
+ getProjectileType()
+ getObjectType()
+ getTypeForSerialization()
+ setBody()
+ setUserData()
+ update()
+ getWidth()
+ getHeight()
+ handleCollisionWith()
# move()
           Ring
+ Ring()
+ ~Ring()
+ getTypeForSerialization()
+ getObjectType()
+ handleCollisionWith()
```