```
Asteroids::Domain::
Game::Actors::ActorInterface
+ clear_input()
+ get_polygon()
+ get_rotated_polygon()
+ get_x()
+ get_y()
+ set_input_down()
+ set_input_fire()
+ set_input_left()
+ set_input_right()
+ set_input
              _up()
+ set_position()
                 Δ
 Asteroids::Domain::
     Game::Actors::Actor
    input_down
   _input_fire
    input_
 #
            left
 # -
    _input__right
 #
   _input_up
 #
    vector
   _bullet_speed
    fired_bullets
   lifetime_ticks
  _polygon_points
    _pos_x
   _pos
    rect
              _radians
  _rotation
   _wants_to_be_deleted
 + Actor()
 + adjust_rotation()
 + check_collision()
 + check_
            collision()
 + clear_input()
 + get_fired_bullets()
+ get_lifetime_ticks()
 + get_polygon()
 + get_position()
 + get_rect()
 + get_rotated
                  polygon()
 + get_rotation()
 + get_x()
+ get_y()
 + reset()
 + rotate_polygon()
 + set_input_down()
 + set_input_left()
+ set_input_right()
+ set_input_right()
 + set_input_up()
 + set_polygon()
 + set_position()
 + set_rotation()
+ set_velocity()
 + update()
                _be_deleted()
 + wants_to
 # deleteme()
 # fire_bullet()
# set_bullet_speed()
 # update_rect()
- apply_vector_
                   _to_position()
 - init()
                 Δ
     Asteroids::Domain::
     Game::Actors::Bullet
     + Bullet()
     + reset()
     + update()
     - init()
     - initialize_polygon()
- maybe_die()
     - initialize
```