

Asteroids::Domain::
Game::Actors::Rect

- + height
- + width
- + x1
- + x2
- + y1
- + y2

- + Rect()
- + add_offset()
- + collides_with_rect()
- + is_point_within()
- + reset()
- + to_string()
- + update_dimensions()
- + consume_polygon()