

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()