```
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()
 Asteroids::Domain::
     Game::Actors::Actor
 #
    input_down
            fire
    input
 # _input_left
 # _input_right
   _input_up
 #
 #_vector
 - _bullet_speed
 - _firea_buile
- _lifetime_ticks
   fired_bullets
  _polygon_points
   _pos_x
 - _pos_y
 - _rect
 - _rotation_raum...
- _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_fire()
+ set_input_left()
+ set_input_right()
 + set_input_up()
 + set_polygon()
 + set_position()
 + set_rotation()
 + set
        _velocity()
 + update()
 + wants_to_
               _be_deleted()
 # deleteme()
 # fire_bullet()
 # set_bullet_speed()
 # update_rect()
 apply_vector_to_position()
 - init()
                 Δ
     Asteroids::Domain::
     Game::Actors::Rock
     + Rock()
       reset()
     # init()
     # initialize_polygon()
                 Δ
  Asteroids::Domain::
  Game::Actors::LongRock
  + LongRock()
  initialize_polygon()
```