```
{Component
|# gameObject
|+ Component()
+ ~Component()
+ getGameObject()
+ handleInput()
+ update()
+ renderSprite()
+ onCollisionStart()
+ onCollisionEnd()
}
```

```
{PlatformComponent
||+ PlatformComponent()
+ initTile()
+ moveTo()
+ update()
+ getPosition()
+ onCollisionStart()
+ onCollisionEnd()
}
```