

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



```
{FollowPathComponent
||+ FollowPathComponent()
+ update()
+ getPositions()
+ setPositions()
+ getType()
+ setType()
+ computePositionAtTime()
+ getNumberOfSegments()
}
```