```
{GameObject
+ name
l+ ~GameObject()
+ addComponent()
+ getComponent()
+ removeComponent()
+ renderSprite()
+ update()
+ getPosition()
+ setPosition()
+ getRotation()
+ setRotation()
+ setConsumed()
+ getComponents()
           #gameObject
     {Component
 ||+ Component()
 + ~Component()
 + getGameObject()
                           {b2RayCastCallback
 + handleInput()
                                    ||}
 + update()
 + renderSprite()
 + onCollisionStart()
 + onCollisionEnd()
                     {EnemyComponent
                 ||+ EnemyComponent()
                 + update()
                 + computePositionAtTime()
                 + kill()
                 + setPathing()
                 + getPathing()
                 + onCollisionStart()
                 + onCollisionEnd()
                 + ReportFixture()
```