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

```
{b2RayCastCallback
||}
```

```
{CharacterController
|+ rocketLauncher
+ shotgun
+ playerShooting
+ equippedGun
+ characterPhysics
+ cooldownTimer
+ cooldownTime
+ left
+ right
+ lastIsLeft
+ state_
+ isGrounded
+ spriteComponent
|+ CharacterController()
+ setSprites()
+ updateSprite()
+ update()
+ handleInput()
+ ReportFixture()
+ onCollisionStart()
+ onCollisionEnd()
          }
```