```
{GameObject
|+ name
|+ ~GameObject()
+ addComponent()
+ getComponent()
+ removeComponent()
+ renderSprite()
+ update()
+ getPosition()
+ setPosition()
+ getRotation()
+ setRotation()
+ setConsumed()
+ getComponents()
           #gameObject
     {Component
 ||+ Component()
 + ~Component()
 + getGameObject()
                            {b2RayCastCallback
 + handleInput()
 + update()
                                    11}
 + renderSprite()
 + onCollisionStart()
 + onCollisionEnd()
                     {CharacterController
                   |+ rocketLauncher
                   + shotgun
                   + playerShooting
                   + equippedGun
                   + characterPhysics
                   + cooldownTimer
                   + cooldownTime
                   + left
                   + right
                   + lastIsLeft
                   + state
                   + isGrounded
                   + spriteComponent
                   |+ CharacterController()
                   + setSprites()
                   + updateSprite()
                   + update()
                   + handleInput()
                   + ReportFixture()
                   + onCollisionStart()
                   + onCollisionEnd()
```