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

```
{SideScrollingCamera
|+ offset
|+ SideScrollingCamera()
+ update()
+ setFollowObject()
+ setZoomMode()
+ isZoomMode()
+ getCamera()
}
```