

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



```
{Damageable
||+ Damageable()
+ overrideDeathAction()
+ overrideDamageSound()
+ takeDamage()
+ setMaxLife()
+ setLife()
+ addLife()
+ resetLife()
+ getCurLife()
+ getMaxLife()
}
```