{Component
|# gameObject
|+ Component()
+ ~Component()
+ getGameObject()
+ handleInput()
+ update()
+ 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()
}

{Crosshair
||+ Crosshair()
+ update()
}

{Damagable
||+ Damagable()
+ takeDamage()
+ setMaxLife()
+ setLife()
+ addLife()
}

{EnemyComponent
||+ EnemyComponent()
+ update()
+ computePositionAtTime()
+ kill()
+ setPathing()
+ getPathing()
+ onCollisionStart()
+ onCollisionEnd()
+ ReportFixture()
}

{Explosion
||+ Explosion()
+ update()
+ setRadius()
+ ReportFixture()
+ onCollisionStart()
+ onCollisionEnd()
}

{FollowPathComponent
||+ FollowPathComponent()
+ update()
+ getPositions()
+ setPositions()
+ getType()
+ setType()
+ computePositionAtTime()
+ getNumberOfSegments()
}

{Missile
|# missilePhysics
spriteComponent
direction
lifetime
lifespan
constSpeed
radius
damage
origin
|+ Missile()
+ init()
+ update()
+ getOrigin()
+ setOrigin()
+ getDirection()
+ setDirection()
+ ReportFixture()
+ onCollisionStart()
+ onCollisionEnd()
}

{MovingPlatformComponent
||+ MovingPlatformComponent()
+ setMovementStart()
+ setMovementEnd()
+ update()
}

{PhysicsComponent
||+ PhysicsComponent()
+ ~PhysicsComponent()
+ initCircle()
+ initBox()
+ addForce()
+ addImpulse()
+ setLinearVelocity()
+ getLinearVelocity()
+ isSensor()
+ setSensor()
and 7 more...
}

{PlatformComponent
||+ PlatformComponent()
+ init()
+ initWall()
+ initTile()
+ moveTo()
+ update()
+ getPosition()
+ onCollisionStart()
+ onCollisionEnd()
}

{PlayerShooting
||+ PlayerShooting()
+ update()
+ handleInput()
+ shootAt()
+ shootAtCursor()
+ getShootDirection()
}

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

{SpriteComponent
||+ SpriteComponent()
+ renderSprite()
+ setSprite()
+ getSprite()
}

{TimerComponent
|+ isRunning
|+ TimerComponent()
+ initTimer()
+ stopTimer()
+ update()
}

{Bullet
|+ damage
+ speed
+ velocity
+ acceleration
|+ Bullet()
+ ReportFixture()
+ onCollisionStart()
+ onCollisionEnd()
}

{RocketBullet
|+ explosionRadius
+ explosionDamage
+ explosionForce
+ steer_force
+ gracePeriod
+ graceTimer
|+ RocketBullet()
+ ReportFixture()
+ onCollisionStart()
+ onCollisionEnd()
+ explode()
+ update()
}

{ShotgunBullet
||+ ShotgunBullet()
}