```
{GameObject
|+ name
|+ ~GameObject()
+ addComponent()
+ getComponent()
+ removeComponent()
+ renderSprite()
+ update()
+ getPosition()
+ setPosition()
+ getRotation()
+ setRotation()
+ setConsumed()
+ getComponents()
}
```

#gameObject

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

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