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

#gameObject

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

```
{b2RayCastCallback
||}
```

```
{CharacterController
|+ unlockedRocketLauncher
+ rocketLauncher
+ unlockedHandgun
+ handgun
+ damageComponent
+ equippedGun
+ characterPhysics
+ characterDamagable
+ swapTimer
+ reloadTimer
and 8 more...
|+ CharacterController()
+ setSprites()
+ updateSprite()
+ update()
+ handleInput()
+ ReportFixture()
+ onCollisionStart()
+ onCollisionEnd()
+ getShootDirection()
              }
```