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

```
{b2RayCastCallback
||}
```

```
{Projectile
|# physics
# spriteComponent
# direction
# lifetime
# lifespan
# speed
# radius
# damage
# origin
|+ Projectile()
+ init()
+ update()
+ getOrigin()
+ setOrigin()
+ getDirection()
+ setDirection()
+ ReportFixture()
+ onCollisionStart()
+ onCollisionEnd()
         }
```

```
{Bullet
||+ Bullet()
         }
```

```
{RegularBullet
||+ RegularBullet()
         }
```

```
{RocketBullet
||+ RocketBullet()
+ ReportFixture()
+ explode()
+ onCollisionStart()
+ onCollisionEnd()
+ update()
         }
```