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

```
{b2RayCastCallback
||}
```

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

```
{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()
}
```