

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

#gameObject

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

```
{PhysicsComponent
||+ PhysicsComponent()
+ ~PhysicsComponent()
+ initCircle()
+ initBox()
+ setPhysicsPosition()
+ addForce()
+ addImpulse()
+ setLinearVelocity()
+ getLinearVelocity()
+ isSensor()
and 8 more...
}
```