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

```
{PlayerShooting
||+ PlayerShooting()
+ update()
+ handleInput()
+ shootAt()
+ shootAtCursor()
+ getShootDirection()
}
```