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

#gameObject

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

```
{SideScrollingCamera
|+ offset
|+ SideScrollingCamera()
+ update()
+ setFollowObject()
+ setZoomMode()
+ isZoomMode()
+ getCamera()
          }
```