```
{Component
|# gameObject
|+ Component()
+ ~Component()
+ getGameObject()
                           {b2RayCastCallback
+ handleInput()
                                    ||}
+ update()
+ renderSprite()
+ onCollisionStart()
+ onCollisionEnd()
                   {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()
```