```
{Component
|# gameObject
+ Component()
+ ~Component()
+ getGameObject()
                           {b2RayCastCallback
+ handleInput()
                                    ||}
+ update()
+ renderSprite()
+ onCollisionStart()
+ onCollisionEnd()
                  {Projectile
             |# physics
             # spriteComponent
             # direction
             # lifetime
             # lifespan
             # speed
             # radius
             # damage
             # origin
             |+ Projectile()
             + init()
             + update()
             + getOrigin()
             + setOrigin()
             + getDirection()
             + setDirection()
             + ReportFixture()
             + onCollisionStart()
             + onCollisionEnd()
                       }
                    {Bullet
                  ||+ Bullet()
                              {RocketBullet
                           ||+ RocketBullet()
                           + ReportFixture()
   {RegularBullet
                           + explode()
 ||+ RegularBullet()
                           + onCollisionStart()
                           + onCollisionEnd()
                           + update()
                                    }
```