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

```
{b2RayCastCallback
||}
```

```
{Collectible
|+ gunType
# spriteComponent
# physicsComponent
# animationSprites
# animationIndex
# animationTime
# animationFrameRate
|+ Collectible()
+ initCollectible()
+ update()
+ ReportFixture()
+ onCollisionStart()
        }
```