

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

```
{b2RayCastCallback
||}
```

```
{Explosion
||+ Explosion()
+ update()
+ setRadius()
+ ReportFixture()
+ onCollisionStart()
+ onCollisionEnd()
}
```

