

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



```
{TimerComponent
|+ isRunning
+ hasFinished
|+ TimerComponent()
+ initTimer()
+ stopTimer()
+ update()
}
```