```
{GameObject
I+ name
|+ ~GameObject()
+ addComponent()
+ getComponent()
+ removeComponent()
+ renderSprite()
+ update()
+ getPosition()
+ setPosition()
+ getRotation()
+ setRotation()
+ setConsumed()
+ getComponents()
           #gameObject
     {Component
 ||+ Component()
 + ~Component()
 + getGameObject()
 + handleInput()
                           {b2RayCastCallback
                                    ||}
 + update()
 + renderSprite()
 + onCollisionStart()
 + onCollisionEnd()
                         {Explosion
                     ||+ Explosion()
                     + update()
                     + setRadius()
                     + ReportFixture()
                     + onCollisionStart()
                     + onCollisionEnd()
```