

```
    {GameObject  
    |+ name  
    |+ ~GameObject()  
    + addComponent()  
    + GetComponent()  
    + removeComponent()  
    + renderSprite()  
    + update()  
    + getPosition()  
    + setPosition()  
    + getRotation()  
    + setRotation()  
    + setConsumed()  
    + getComponents()  
    }
```