

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



```
{MovingPlatformComponent
||+ MovingPlatformComponent()
+ setMovementStart()
+ setMovementEnd()
+ update()
}
```