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

```
{b2RayCastCallback
||}
```

```
{CharacterController
|+ unlockedRocketLauncher
+ rocketLauncher
+ unlockedHandgun
+ handgun
+ damageComponent
+ equippedGun
+ characterPhysics
+ characterDamagable
+ swapTimer
+ reloadTimer
and 8 more...
|+ CharacterController()
+ setSprites()
+ updateSprite()
+ update()
+ handleInput()
+ ReportFixture()
+ onCollisionStart()
+ onCollisionEnd()
+ getShootDirection()
         }
```