```
{GameObject
|+ name
|+ ~GameObject()
+ addComponent()
+ getComponent()
+ removeComponent()
+ renderSprite()
+ update()
+ getPosition()
+ setPosition()
+ getRotation()
+ setRotation()
+ setConsumed()
+ getComponents()
           #gameObject
     {Component
 ||+ Component()
 + ~Component()
 + getGameObject()
                           {b2RayCastCallback
 + handleInput()
 + update()
 + renderSprite()
 + onCollisionStart()
 + onCollisionEnd()
                         {Collectible
                   |+ gunType
                   # spriteComponent
                   # physicsComponent
                   # animationSprites
                   # animationIndex
                   # animationTime
                   # animationFrameRate
                   I+ Collectible()
                   + initCollectible()
                   + update()
                   + ReportFixture()
                   + onCollisionStart()
```