```
IGObject
  + getId()
   + getX()
   + getY()
   + getVelocity()
+ serialize()
   + setX()
   + setY()
      ~IGObject()
          Δ
      Projectile
  # velocity
  # id
  # x
  # v
  # length
  # angle
   + Projectile()
   + Projectile()
   + getId()
   + getX()
+ getY()
   + getAngle()
   + getVelocity()
   + getLength()
   + serialize()
   + setX()
+ setY()
   + setAngle()
   + move()
   + collide()
    CProjectile
  + CProjectile()
   + draw()
            #projectiles
     Weapons
# gun
# sound
# type
# x
# y
# radius
# angle
# dmg
# magSize
# nProjectile
# shootTimer
# dispersion
+ Weapons()
+ ~Weapons()
+ setX()
+ setY()
+ setRadius()
+ setAngle()
+ getX()
getY()
– getWeaponTipX()
+ getWeaponTipY()
  getD
       лнg()
+ getAngle()
+ getProjectiles()
+ play_sound()
+ calculateAngle()
+ draw()
+ shoot()
         Rifle
        Rifle()
        shoot()
```