```
Weapons
# gun
# sound
# type
# x
# y
# radius
# angle
# dmg
# magSize
# nProjectile
# shootTimer
# dispersion
# projectiles
+ Weapons()
+ ~Weapons()
+ setX()
+ setY()
+ setRadius()
+ setAngle()
+ getX()
+ getY()
+ getWeaponTipX()
+ getWeaponTipY()
+ getDmg()
+ getAngle()
+ getProjectiles()
+ play_sound()
+ calculateAngle()
+ draw()
+ shoot()
       Rifle
     + Rifle()
     + shoot()
```