```
IGObject
+ getId()
+ getX()
+ getY()
+ getVelocity()
+ serialize()
+ setX()
+ setY()
+ ~IGObject()
   Projectile
# velocity
# id
# x
# y
# length
# angle
+ Projectile()
+ Projectile()
+ getId()
+ getX()
+ getY()
+ getAngle()
+ getVelocity()
+ getLength()
+ serialize()
+ setX()
+ setY()
+ setAngle()
+ move()
+ collide()
  CProjectile
+ CProjectile()
+ draw()
```