```
Object
         # sprite
         # alive
         + Object()
         + ~Object()
         + isAlive()
         + getSprite()
         + draw()
       DynamicObject
# mass
# direction
# orientation
# speed
# radius
+ DynamicObject()
+ ~DynamicObject()
+ update()
+ collisionUpdate()
+ elasticCollision()
+ elasticCollision()
+ inelasticCollision()
+ getSpeed()
+ setAliveStatus()
# normalizeSpeedDirection()
# calculateNormalizedVector()
# rotateVector()
getAverageCollidingPixel()
adjustPosition()
calculateVector2fLength()
           IceBlock

    clock

    blockSize

      - hp

    age

      + IceBlock()
      + IceBlock()
      + update()
      + collisionUpdate()
      + getAge()
      initializeTexture()
      setRadius()
      setOrientation()
      - setOrigin()

    splitIceBlock()
```