```
v0id::Object
  + Object()
  + awake()
  + start()
  + update()
  + lateUpdate()
  + draw()
  + addComponent()
  + getComponent()
            #owner
   v0id::Component
   + Component()
   + awake()
   + start()
   + update()
   + lateUpdate()
   + draw()
v0id::component::Sprite
+ Sprite()
+ load()
+ lateUpdate()
+ draw()
```