

```
this.world.notifyEvent(this.eventFactory.onShoot(this.entity))
```

ShootComponent

-shoot() : void

«interface»
EventFactory

+onShootEvent(Entity, Directions) : Event
+onDeathEvent(Entity) : Event

«interface»
World

+notifyEvent(Event) : void
+handleEvents() : void

«interface»
Event

+execute(World) : void

