

IMovingGameObject

```
classDiagram
    class IMovingGameObject
    class IBullet
    class EnemyBulletLogic
    class PlayerBullet
    IMovingGameObject <|-- IBullet
    IBullet <|-- EnemyBulletLogic
    IBullet <|-- PlayerBullet
```

IBullet

EnemyBulletLogic

PlayerBullet