```
Component
     # parent
     # isCreated
     + Component()
     + ~Component()
     + onCreate()
     + onDestroy()
     + update()
     + draw()
     + Component()
     + ~Component()
     + onCreate()
     + onDestroy()
     + update()
     + draw()
           Actor

    components

+ Actor()
+ ~Actor()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ AddComponent()
+ AddComponent()
+ GetComponent()
+ RemoveComponent()
+ RemoveAllComponents()
+ ListComponents()
        NPC Actor
     - health
     npc_colournpc_collision

    stateMachine

    seekPlayer

    wander

     - attack

    inAttackRange

     - outAttackRange
     - ifInRange
     and 6 more...
     + NPC
            _Actor()
     + ~NPC Actor()
     + InitalizeActor()
     + InitalizeActor()
     + onCreate()
     + onDestroy()
     + basic_update()
     + update()
     + input()
     + draw()
     and 14 more...
```