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

    components

+ Actor()
+ ~Actor()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ AddComponent()
+ AddComponent()
+ GetComponent()
+ RemoveComponent()
+ RemoveAllComponents()
+ ListComponents()
     Projectile Actor
- projectile_collision

    projectile_counter

    projectile shooting

 right

    projectile shooting up

    projectile shooting left

- projectile_shooting_down

    projectile_count

+ Projectile Actor()
+ ~Projectile Actor()
+ onCreate()
+ onDestroy()
+ update()
+ input()
+ draw()
+ checkDistanceBetween()
+ resetBulletPos()
+ projectile_collision
_update()
+ projectile_firing()
+ get_projectile_collision()
+ set projectile collision()
```