Component

isCreated

+ Component()
+ ~Component()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ Component()
+ ~Component()
+ onCreate()
+ onDestroy()
+ update()
+ draw()

#parent

Actor

- components

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

Animated_Player_Actor

+ force_x
+ force
- counter
- move_flag
- move_left_flag
- jump_flag
- shooting_flag
- floor_flag
- run_flag
- gun_equipped
- player_collision
- idle_animation
- run_animation
- runLeft_animation
- jump_animation

+ Animated_Player_Actor()
+ ~Animated_Player_Actor()
+ onCreate()
+ onDestroy()
+ update()
+ input()
+ draw()
+ jump()
+ moveLeft()
+ moveRight()
and 18 more...