## 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()
- Actor()
- Actor()
- operator=()
- operator=()

## Platform_Actor

- projectile_count

+ Platform_Actor()
+ ~Platform_Actor()
+ onCreate()
+ onDestroy()
+ update()
+ input()
+ draw()