```
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()
Actor()
Actor()
operator=()
operator=()
             Δ
      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()
+ resetBulletPos()
+ projectile_collision
update()
+ projectile_firing()
+ get_projectile_collision()
+ set_projectile_collision()
```