```
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()
     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()
```