```
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()
Actor()
- Actor()
operator=()
operator=()
      Platform Actor

    projectile count

   + Platform Actor()
   + ~Platform Actor()
   + onCreate()
   + onDestroy()
   + update()
   + input()
   + draw()
```