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()

Player_Actor

+ force_x
+ force
- counter
- jump_flag
- floor_flag
- run_flag
- gun_equipped
- jump_counter
- jump_press
- notMoving_flag
- player_collision
- moveRight_flag
and 7 more...

+ Player_Actor()
+ ~Player_Actor()
+ InitalizeActor()
+ onCreate()
+ onDestroy()
+ update()
+ input()
+ draw()
+ checkDistanceBetween()
+ jump()
and 29 more...