```
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=()
        Gun Actor
  - bullets
  + Gun Actor()
  + ~Gun Actor()
   + onCreate()
  + onDestroy()
  + update()
  + input()
  + draw()
  + shoot_projectiles()
+ get_projectile_list()
```