```
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()
              Δ
  Animated_Player_Actor
+ force x
+ force

    counter

move_flag
- move_left_flag
- jump_flag

    shooting flag

floor_flag
- run_flag

    gun_equipped

    player_collision

    idle_animation

run_animation

    runLeft_animation

- jump_animation
+ Animated_Player_Actor()
+ ~Animated_Player_Actor()
+ onCreate()
+ onDestroy()
+ update()
+ input()
+ draw()
+ jump()
+ moveLeft()
+ moveRight()
and 18 more...
```