```
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=()
       Player_Actor
    + force x
    + force

    counter

    jump_flagfloor_flagrun_flag
    gun_equippedplayer_collision
    + Player_Actor()
    + ~Player_Actor()
    + onCreate()
    + onDestroy()
    + update()
    + input()
     + draw()
    + jump()
     + moveLeft()
     + moveRight()
    and 12 more...
```