```
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=()
      Projectile Actor
 projectile collision
 projectile_counter projectile_shooting
 right
 projectile_shooting_up
projectile_shooting_left
projectile_shooting_down

    projectile_count

+ Projectile_Actor()
+ ~Projectile_Actor()
+ onCreate()
+ onDestroy()
+ update()
+ input()
+ draw()
+ resetBulletPos()
+ projectile_collision
 update()
+ projectile_firing()
+ get_projectile_collision()
+ set_projectile_collision()
```