```
Behaviour
     # acceleration
     # velocity
     + Behaviour()
     + Behaviour()
     + Behaviour()
     + operator=()
     + operator=()
     + ~Behaviour()
     + process()
  Projectile Behaviour

    direction

- init pos
+ Projectile Behaviour()
+ Projectile Behaviour()
+ Projectile Behaviour()
+ operator=()
+ operator=()
```

+ ~Projectile Behaviour()

+ process()