Renderable
+ Renderable() + render() + setPosLayar() + getRenderChar() + setRenderChar()
$\frac{\Delta}{1}$
LivingBeing
x # y
+ LivingBeing() + LivingBeing() + GetX() + GetY() + SetX() + SetY() + Move()
Animal
maxHunger # hungerMeter # animalSound # isAlive
+ Animal() + GetHungerMeter() + GetAnimalSound() + SetHungerMeter() + SetAnimalSound() + GettingHungry() + Eat() + SoundTheAnimal() + Die() + Interact() + isMeatPA() + isMilkPA() + isEggPA() + masihHidup() + MoveRandom()