```
Renderable
+ Renderable()
+ render()
+ setPosLayar()
+ getRenderChar()
+ setRenderChar()
   LivingBeing
 # x
 # y
 + LivingBeing()
 + LivingBeing()
 + GetX()
 + GetY()
 + SetX()
 + SetY()
 + Move()
```