Renderable

+ Renderable()
+ render()
+ setPosLayar()
+ getRenderChar()
+ setRenderChar()

LivingBeing

x
y

+ LivingBeing()
+ LivingBeing()
+ GetX()
+ GetY()
+ SetX()
+ SetY()
+ Move()

Player

+ GetWater()
+ GetMoney()
+ GetPos()
+ SetWater()
+ SetMoney()
+ SetPos()
+ Kill()
+ AddInventory()
+ GetInventory()
+ SearchInventory()
+ DelInventory()
+ getTas()
+ RemoveTas()
+ MakeTas()
+ GetInstance()