```
entity.Entity
                 + worldX
                 + worldY
                 + hitbox
                 + name
                 # _spriteCnt
                    _spriteUpdater
                   _spriteSpeed
                 #
                    _spriteCntMax
                 + Entity()
                 + Entity()
                 + updateFrames()
                 + playerInterraction()
                            Δ
                    entity.Character
                 + health
                 + maxHealth
                 + mana
                 + maxMana
                 + agility
                 + strength
                 + defense
                 + initiative
                 + speed
                 + dirX
                 + dirY
                 # _idle_up
# _idle_down
# _idle_right
# _idle_log
                 rıgh #
dle_left #
# ساحیا
                 # _walk_up
# _walk_down
                 #
                    _walk_right
_walk_left
                 #
                 + Character()
                 + update()
                 + drawInWorld()
                 # move()
                 # accelerate()
                 # decelerate()
                 # loadTextures()
                 - checkTileCollision()
                            Δ
                      entity.Player
                 + level
                 + xp
                 + xpMax
                 + hasKey
                 + attacks
                 + potions
                 + Player()
+ update()
                 + checkObject()
                 + checkEnemy()
                 + fightEnemy()
                 + pickUpObject()
                 + addItem()
                 + drawInFight()
                 + playerInterraction()
                            Д
entity.Rogue
                     entity.Warrior
                                             entity.Wizard
+ Rogue()
                      + Warrior()
                                             + Wizard()
```