```
entity.Entity
+ worldX
+ worldY
+ hitbox
+ name
# collision
# _spriteCnt
# _spriteUpdater
# _spriteSpeed
   spriteSpeed
# spriteCntMax
+ Entity()
+ Entity()
+ updateFrames()
+ playerInterraction()
  entity.props.Props
  + images
  # open
  + getCollision()
  + block()
  + destroySelf()
  + draw()
  ~ Props()
  # loadTextures()
entity.props.OBJ Chest
+ open
+ OBI Chest()
+ playerInterraction()
```