```
entity.Entity
+ worldX
+ worldY
+ hitbox
+ name
# collision
# _spriteCnt
# _spriteUpdater
# _spriteSpeed
  spriteSpeed
# spriteCntMax
+ Entity()
+ Entity()
+ update()
# updateFrames()
# playerInterraction()
loadTextures()
 entity.props.Props
 - image
  + getCollision()
  + draw()
  + destroySelf()
  ~ Props()
  # loadTextures()
entity.props.OBJ Door
+ OBI Door()
+ playerInterraction()
```