```
entity.Entity
  worldX
  world
+
+ hitbox
+
  name
# collision
on
# _spriteCnt
# _spri
   spriteUpdater
   spriteSpeed
#
   spriteCntMax
  Entity()
Entity()
+
+
  updateFrames()
  playerInterraction()
            Δ
   entity.Character
   health
+
  maxHealth
+
  mana
+ maxMana
+ agility
+ strength
  defense
+ initiative
+ speed
+
  dirX
  dirY
  facing
  idle_up
_idle_down
_idle_right
_idle_left
_walk_up
_walk_down
_walk_right
#
#
#
#
#
#
  _walk_right
_walk_left
#
#
  Character()
+
  update()
+
  drawInWorld()
+
#
  move()
#
  accelerate()
#
  decelerate()
# loadTextures()
- checkTileCollision()
     entity.Player
+ level
+
  хр
+
  xpMax
+ hasKey
+
  attacks
+ potions
+ Player()
+ update()
+ checkObject()
  checkEnemy()
fightEnemy()
+
+
  pickUpObject()
  addltem()
drawInFight()
+
+
+ playerInterraction()
            Д
     entity.Warrior
```

Warrior()