entity.Entity

+ worldX
+ worldY
+ hitbox
+ name
# collision
# _spriteCnt
# _spriteUpdater
# _spriteSpeed
# _spriteCntMax

+ Entity()
+ Entity()
+ update()
# updateFrames()
# playerInterraction()
- loadTextures()

entity.props.Props

- image

+ getCollision()
+ draw()
+ destroySelf()
~ Props()
# loadTextures()

entity.props.OBJ_Chest

+ OBJ_Chest()
+ playerInterraction()