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

+ playerInterraction()