```
entity.Entity
    + worldX
    + worldY
    + hitbox
    + name
    # _spriteCnt
# _spriteUpdater
# _spriteSpace /
    # collision
      _spriteSpeed
    #
       _spriteCntMax
    + Entity()
    + Entity()
    + update()
    # updateFrames()
    # playerInterraction()
    loadTextures()
                Δ
       entity.Character
    + speed
    + dirX
    + dirY
    + facing
     < health
    ~ mana
     agility
    ~ strength
     defense
    ~ initiative
     - hasKey
    -_idle_up
-_idle_down
-_idle_right
    - _idle_left
     _walk_up
_walk_down
_walk_right
     _walk_left
    + Character()
    + update()
    + drawInWorld()
    + drawInFight()
    # move()
    # accelerate()
    # decelerate()
    # loadTextures()
    # playerInterraction()- checkTileCollision()
                Δ
         entity.Player
       + hasKey
       + Player()
       + update()
       + checkObject()
       + pickUpObject()
       + addItem()
                Δ
CreationCombatScene.entity.
           PlayerTest
+ PlayerTest()
```

+ update()