```
entity.Entity
  worldX
+
  worldY
+
  hitbox
+
  name
# collision
# _spriteCnt
# _spri'
  _spriteUpdater
   spriteSpeed
#
   spriteCntMax
#
+ Entity()
+ Entity()
  updateFrames()
+
+ playerInterraction()
   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_siskt
  _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()
+
+
  addItem()
  drawInFight()
levelUp()
+
+
  playerInterraction()
            Δ
    entity.Warrior
       Warrior()
     + levelUp()
```