```
entity.Entity
+ worldX
+ worldY
+ hitbox
+ name
# collision
# _spriteCnt
# _spriteLl=
   spriteUpdater
# -
   spriteSpeed
# _spriteSpeed
# _spriteCntMax
+ Entity()
+ Entity()
+ update()
# updateFrames()
# playerInterraction()
loadTextures()
   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()
    entity.Enemy
+ name
  xpRate
+ Enemy()
+ touchingPlayer()
```

+ update()

+ playerInterraction()