entity.Entity

+ worldX
+ worldY
+ hitbox
+ name
# collision
# _spriteCnt
# _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_right
# _walk_left

+ Character()
+ update()
+ drawInWorld()
# move()
# accelerate()
# decelerate()
# loadTextures()
- checkTileCollision()

entity.Enemy

+ xpRate
+ attack

+ Enemy()
+ touchingPlayer()
+ setStats()
+ update()
+ playerInterraction()
+ drawInFight()