```
Game Object
             # hitbox
            # position
# sprite
             # texture
             # alive
             + Game_Object()
             + ~Game_Object()
             + update()
             + render()
             + checkCollision()
             + is_alive()
              Movable_Object
           # attack_timer
# attack_timer_max
           # face_right
           # speed
           # attacking
           # health
           # single_sprite_width
           # dmg_clock
           # type
           # animation_manager
           + Movable Object()
           + ~Movable_Object()
           + update()
           + render()
           + attack()
           + take_damage()
           + obstacle_collision()
           # set_animations()
           # handle_animation()
                   Enemy
          # player_pos
          # points
          # damage
          health_bar_background
          - health bar
          max_health
          + Enemy()
          + ~Enemy()
          + update()
          + render()
          + attack()
          # set_animations()
 Ranged Enemy
                             Slow_Enemy
+ Ranged_Enemy()
                          + Slow_Enemy()
+ update()
                          + update()
+ attack()
                          + attack()
# set_animations()
                          # set_animations()
```