```
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()
     Slow Enemy
  + Slow_Enemy()
  + update()
  + attack()
  # set_animations()
```