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 **Projectile** Player # points # damage # direction - health_bar_background # damage - health bar # what to hit + Player() - max health + update() + Projectile() + attack() + Enemy() + ~Projectile() + get_pos() + ~Enemy() + update() + get hp() + update() + attack() # set_animations() + render() # set animations() + attack() # set animations() Ranged Enemy Slow Enemy + Ranged_Enemy() + Slow_Enemy() + update() + update() + attack() + attack() # set_animations() # set_animations()