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()

Obstacle

+ Obstacle()
+ update()
+ render()
+ get_pos()
+ get_size()

Enemy

player_pos
points
damage
- health_bar_background
- health_bar
- max_health

+ Enemy()
+ ~Enemy()
+ update()
+ render()
+ attack()
# set_animations()

Player

+ Player()
+ update()
+ attack()
+ get_pos()
+ get_hp()
# set_animations()

Projectile

direction
damage
what_to_hit

+ Projectile()
+ ~Projectile()
+ update()
+ attack()
# set_animations()

Ranged_Enemy

+ Ranged_Enemy()
+ update()
+ attack()
# set_animations()

Slow_Enemy

+ Slow_Enemy()
+ update()
+ attack()
# set_animations()