```
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()
      Projectile
 # direction
 # damage
 # what_to_hit
 + Projectile()
 + ~Projectile()
 + update()
 + attack()
 # set animations()
```