```
GameObject
   + setSize()
   + setPosition()
  + getPosition()
   + getSize()
   + getActiveState()
   + setActiveState()
  MoveableCharacter
+ MoveableCharacter()
+ ~MoveableCharacter()
+ setPosition()
+ setSize()
+ getPosition()
+ getSize()
+ getSpeed()
+ getActiveState()
+ setActiveState()
# move()
# move Up()
# move_Down()
# move_Left()
# move Right()
# setSpeed()
# changePosition()
```