```
Sprite
# game
# direction
# spriteName
# facing
# spritePosition
# spriteSheetRect
# animations
# spriteSheet
#SPRITE SIZE
+ ~Sprite()
+ events()
+ move()
+ boundries collision()
+ collision()
+ getFacingDirection()
+ getSpritePosition()
+ getSpriteSheetRect()
+ getSprite()
+ getSpriteSize()
# Sprite()
# Sprite()
# operator=()
        Player
  + Player()
  + Player()
  + operator=()
  + ~Player()
  + move()
  + takeDamage()
  + events()
  + getHealth()
  + attack()
  + collision()
  + getArrowSprite()
  + getArrows()
```