```
Thread
       Entity
   + gp
   + worldX
   + worldY
   + speed
   + up1
   + up2
   + down1
   + down2
   + left1
   + left2
   and 10 more...
   + Entity()
   + Entity()
   + update()
   + loadlmage()
   + draw()
       Player
+ screenX
+ screenY
~ gp
~ keyH
+ Player()
+ setDefaultValues()
+ getPlayerImage()
+ update()
+ pickUpÖnject()
+ draw()
- getKey()
- simulateWalking()
```