```
GameObject
  + speed
  # acceleration
  + GameObject()
  + ~GameObject()
  + move()
  + getPosition()
  + update()
  + render()
        Actor
+ max speed
+ is dead
+ decision
+ Actor()
+ ~Actor()
+ accelerationRight()
+ accelerationLeft()
```

+ accelerationUp()+ accelerationDown()+ getGlobalBounds()+ isObjectOnScreen()