


Player2D::Player2D



```
graph LR; A[Player2D::Player2D] --> B[MovableEntity2D::MovableEntity2D];
```

The diagram illustrates a class inheritance relationship. On the left, a white rectangular box with a black border contains the text 'Player2D::Player2D'. A blue arrow points from this box to a gray rectangular box on the right. The gray box contains the text 'MovableEntity2D::MovableEntity2D'.

MovableEntity2D::Movable
Entity2D