```
Texture
 Texture()
   Texture()
+ getTexture()
+ getWidth()
+ getHeight()
 pushToScreen()
+ pushToScreen()
 pushSpriteToScreen()
  pushSpriteToScreen()
             #texture
         Entity
      # srcWidth
      # srcHeight
      # src>
      # src\
      # width
      # height
      # x
      # y
      + Entity()
      + ~Entity()
      + display()
+ setX()
      + setY()
+ getX()
      + getY()
      + setSrcX()
      + setSrcY()
      + getSrcX()
      + getSrcY()
           Д
      MapObject
   # collidable
   # damaging
   # deleteable
   # velocity
   # minX
   # maxX
   # moveable
   + MapObject()
   + ~MapObject()
   + setCollidable()
+ getCollidable()
   + setDamaging()
   + getDamaging()
   + setDeletable()
   getDeletable()
   + setVelocity()
   + updateX()
   getVelocity()
           Δ
         Gem
     + Gem()
        Gem()
     + typeSetup()
       getValue()
       getType()
```