```
Entity
    # texture
    # srcWidth
    # srcHeight
    # srcX
    # srcY
    # width
    # height
    # x
    # v
    + Entity()
    + ~Entity()
    + display()
    + setX()
    + setY()
    + getX()
    + getY()
    + setSrcX()
    + setSrcY()
    + getSrcX()
    + getSrcY()
    Background
+ Background()
+ ~Background()
+ setVelocity()
+ updateX()
+ getType()
+ getMoveable()
+ getRightMoveable()
+ getLeftMoveable()
```