Entity

texture
srcWidth
srcHeight
srcX
srcY
width
height
x
y

+ Entity()
+ ~Entity()
+ display()
+ setX()
+ setY()
+ getX()
+ getY()
+ setSrcX()
+ setSrcY()
+ getSrcX()
+ getSrcY()

Creature

velocityX
velocityY

+ Creature()
+ ~Creature()
+ setVelocityX()
+ setVelocityY()
+ updateX()
+ updateY()
+ getVelocityX()
+ getVelocityY()

Player

+ Player()
+ ~Player()
+ setLives()
+ getLives()
+ setScore()
+ getScore()
+ setGravity()
+ getGravity()
+ setLanded()
+ getLanded()
+ setJump()
+ getJump()
+ getGravityF()
+ setLevelComplete()
+ getLevelComplete()