Entity

texture
srcWidth
srcHeight
srcX
srcY
width
height
x
y

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

MapObject

collidable
damaging
deleteable
velocity
minX
maxX
moveable

+ MapObject()
+ ~MapObject()
+ setCollidable()
+ getCollidable()
+ setDamaging()
+ getDamaging()
+ setDeletable()
+ getDeletable()
+ setVelocity()
+ updateX()
+ getVelocity()

Block

+ Block()
+ ~Block()
+ typeSetup()
+ getType()

Gem

+ Gem()
+ ~Gem()
+ typeSetup()
+ getValue()
+ getType()