```
Entity
  # texture
  # srcWidth
  # srcHeiaht
  # 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()
```