```
Texture
+ Texture()
+ ~Texture()
+ getTexture()
getWidth()
+ getHeight()
  pushToScreen()
+ pushToScreen()
+ pushSpriteToScreen()
+ pushSpriteToScreen()
               #texture
           Entity
       # srcWidth
       # srcHeight
       # srcX
       # srcY
       # width
       # height
       # x
       # y
       + Entity()
       + ~Entity()
        + display()
        + setX()
        + setY()
        + getX()
        + getY()
       + setSrcX()
+ setSrcY()
       + getSrcX()
+ getSrcY()
             Δ
         Creature
    # velocityX
    # velocity Y
    + Creature()
    + ~Creature()
+ setVelocityX()
     + setVelocityY()
     updateX()
     + updateY()
     getVelocityX()
     getVelocityY()
             Δ
          Player
 + Player()
 + ~Player()
+ setLives()
  + getLives()
+ setScore()
  + getScore()
  + setGravity()
  getGravity()
  + setLanded()
 + getLanded()
+ setJump()
+ getJump()
 + getGravityF()
+ setLevelComplete()
+ getLevelComplete()
```