```
Entity
  # texture
  # srcWidth
  # srcHeight
  # srcX
  # srcY
  # width
  # height
  # x
  # y
  + Entity()
  + ~Entity()
  + display()
  + setX()
  + setY()
  + getX()
  + getY()
  + setSrcX()
  + setSrcY()
  + getSrcX()
  + getSrcY()
       Λ
    Creature
# velocityX
# velocityY
+ Creature()
+ ~Creature()
+ setVelocityX()
+ setVelocityY()
updateX()
+ updateY()
getVelocityX()
+ getVelocityY()
    Enemy
# type
# deleteable
# speed
+ Enemy()
+ ~Enemy()
+ typeSetup()
+ setDeletable()
+ getDeletable()
+ setSpeed()
getSpeed()
+ getType()
```