```
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
      MapObject
   # collidable
   # damaging
   # deleteable
   # velocity
   # minX
   # maxX
   # moveable
   + MapObject()
   + ~MapObject()
   + setCollidable()
   + getCollidable()
   + setDamaging()
   getDamaging()
   setDeletable()
   getDeletable()
   + setVelocity()
   + updateX()
   + getVelocity()
        Block
    + Block()
       Block()
      typeSetup()
      getType()
```