```
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()
       Creature
   # velocityX
   # velocityY
   + Creature()
   + ~Creature()
   + setVelocityX()
   + setVelocityY()
   + updateX()
   + updateY()
   + getVelocityX()
   + getVelocityY()
```