```
Entity
               # texture
               # 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()
                                Player
    Enemy
                        + Player()
# type
                        + ~Player()
# deleteable
                        + setLives()
# speed
                        + getLives()
                        + setScore()
+ Enemy()
                        + getScore()
+ ~Enemy()
                        + setGravity()
+ typeSetup()
                        + getGravity()
+ setDeletable()
                        + setLanded()
+ getDeletable()
                        + getLanded()
+ setSpeed()
                        + setJump()
+ getSpeed()
                        + getJump()
+ getType()
                        + getGravityF()
                        + setLevelComplete()
                        + getLevelComplete()
```