Critter # position:Vector2 # velocity:Vector2 # radius:float # texture:const char* # isLoaded:bool # isDirty:bool #bounds:AABB + Init(position:Vector2,velocity:Vector2,radius:float,texture:const char*): void + Destroy(): void + Update(dt:float): void + Draw(): void + GetX(): float + GetY(): float + SetX(x: float): void + SetY(y:float): void + GetPosition(): Vector2 + SetPosition(position:Vector2): void + GetVelocity(): Vector2 +SetVelocity(velocity:Vector2): void + GetRadius(): float + IsDirty(): bool + SetDirty(): void + IsDead(): void + GetBounds(); AABB

