```
Entity
 # m rate
 # m position
 # m new position
 # m_shape
 + Entity()
 + Entity()
 + render()
 + move()
 + setRate()
 + setPos()
 + getPos()
 + getNewPos()
 + stopMoving()
 + isCollison()
     Character
+ Character()
+ Character()
+ ~Character()
+ Bark()
+ isFinish()
+ isStanding()
+ render()
+ setShape()
+ move()
+ moveInRaft()
+ setPos()
+ setMaxY()
+ update()
+ updateOffset()
+ getPos()
+ getMaxY()
+ setLeftDirection()
+ setRightDirection()
+ makeAnimation()
```