## 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() Obstacle + render() + m\_type + setShape() # m\_shapeIndex + move() + Obstacle() + moveInRaft() + Obstacle() + setPos() + getPos() + setMaxY() + setRate() + update() + updateOffset() + getPos() + getMaxY() + setLeftDirection() + setRightDirection() + makeAnimation() GrassObstacle TrainObstacle CarObstacle BusObstacle RaftObstacle + CarObstacle() + GrassObstacle() + TrainObstacle() + BusObstacle() + RaftObstacle() + GrassObstacle() + CarObstacle() + TrainObstacle() + BusObstacle() + RaftObstacle() + CarObstacle() + GrassObstacle() + TrainObstacle()