Entity # m rate # m_position # m new position # m_shape + Entity() + Entity() + render() + move() + setRate() + setPos() + getPos() + getNewPos() + stopMoving() + isCollison() Obstacle + m type # m shapeIndex + Obstacle() + Obstacle() + getPos() + setRate() **GrassObstacle** + GrassObstacle() + GrassObstacle()

+ GrassObstacle()