```
InterfaceRehaviour
+ moveDirection()
+ moveSpeedMultiplier()
+ getColor()
+ clone()
   MultipleBehaviours
+ couleur
+ MultipleBehaviours()
+ MultipleBehaviours()
+ operator=()
+ ~MultipleBehaviours()
+ moveDirection()
+ add()
+ remove()
+ clone()
+ size()
+ getColor()
```