GameObject	
~ x: int	
~ y: int	
~ lastXPos: int	
~ lastYPos: int	
~ spawnX: int	
~ spawnY: int	
+ move_right(): void	
+ move_left(): void	
+ move_up() void	
+ move_down() void	
+ get_x_position() const: int	
+ get_y_position() const: int	
+ get_last_x_pos() const: int	
+ get_last_y_pos() const: int	
+ is_out_of_bounce(): bool	
+ set_last_x_pos(): void	
+ set_last_y_pos(): void	
+ interact(GameObject*) const:	: bool
+ undo_position(): void	
+ reset(): void	
+ set_position(int, int): void	
<del>_</del>	
	Player
	- life_points: int
	- relics_points: int
	- inventory_storage_count: int
	- inventory_capacity: int
	+ name: string + inventory: string[]
	+ Attribute: enum
	+ Player(int, int, int, string)
	+ Player(int, int, int, string) + ~Player()
	+ Player(int, int, int, string) + ~Player() + get_life_points() const: int
	+ Player(int, int, int, string) + ~Player() + get_life_points() const: int + get_relics_points() const: int
	+ Player(int, int, int, string) + ~Player() + get_life_points() const: int + get_relics_points() const: int + set_life(int): void
	+ Player(int, int, int, string) + ~Player() + get_life_points() const: int + get_relics_points() const: int + set_life(int): void + set_relics(int): void
	+ Player(int, int, int, string) + ~Player() + get_life_points() const: int + get_relics_points() const: int + set_life(int): void + set_relics(int): void + reset(): void
	+ Player(int, int, int, string) + ~Player() + get_life_points() const: int + get_relics_points() const: int + set_life(int): void + set_relics(int): void + reset(): void + has_item(string) const: int
	+ Player(int, int, int, string) + ~Player() + get_life_points() const: int + get_relics_points() const: int + set_life(int): void + set_relics(int): void + reset(): void

Enemy

+ Enemy()

+ Enemy(int, int)
+ ~Enemy()