```
AguariumObject
+ AquariumObject()
+ getAquarium()
+ getSpeed()
+ getPosition()
+ setPosition()
+ move()
+ tick()
      Creature
+ Creature()
+ getEatRadius()
+ getIsMovingRight()
+ setIsMovingRight()
+ eat()
        Snail
   + Snail()
   + operator==()
   + move()
   + eat()
```