```
Collidable
   # hasMoved
   # position
   # Collider
   # lastpos
   + Collidable()
   + Collidable()
   + ~Collidable()
   + getCollider()
   + isMoved()
       Sensor

    VisionRange

    SeenObjects

+ Sensor()
+ ~Sensor()
+ addSeenObject()
+ getSeenObject()
+ SeenObjectCount()
+ GetVisionRadius()
+ DrawVision()
```