```
          ContactObject

      + contactEvent()
      and 1 more...
              △
              │
          NonStaticObj

      # body
      and 3 more...

      + NonStaticObj()
      and 7 more...
              △
              │
            Player

      # img_row
      and 20 more...

      + activate_bonus()
      and 16 more...
      # Player()
      and 1 more...
              △
              │
          StrongPlayer

      - joint
      and 3 more...

      + StrongPlayer()
      and 3 more...
```