												NPC_Animal
												NPC_Cat
		SaveLoad	Included in GamePanel>									NPC_Fairy
		Storage										NPC_Fog
									<-Extend Figure	NPC	<-Extend NPC	NPC_General
				Main								NPC_Goblin
Tile	Included in TileManager>	TileManager	Included in GamePanel>	|			<-Extend Entity	**Figure**				NPC_Lumberman
				|								NPC_Nun
		UI	Included in GamePanel>	|					<-Extend Figure	Player		NPC_Pablo
				|								NPC_Soldier
				GamePanel	< Has	**Entity**						
		UtilityTool	Included in GamePanel>	GameState		EntityType				OBJ_Bed		
				|						OBJ_Card	Included in>	CardPile
Node	Included in PathFinder>	PathFinder	Included in GamePanel>	|						OBJ_Chest		
				^Included in GamePanel						OBJ_Coin		
		KeyHandler	Included in GamePanel>	CardPile			<-Extend Entity	**OBJ**	<-Extend OBJ	OBJ_Door		
				Achievements	<Has	Achievement				OBJ_Heart		
EventRect	Included in EventHandler>	EventHandler	Included in GamePanel>							OBJ_Key		
										OBJ_Portal		
		CollisionChecker	Included in GamePanel>							OBJ_Potion		
		AssetSetter	Included in GamePanel>									