```
# sf::Vector2f position
 # int width
# int height
 # sf::Sprite sprite
  + Game Object(float
  x, float y, int w,
  int h)
  + virtual ~Game Object
 ()=default
  + virtual void update()
  + virtual void render
 (sf::RenderWindow &window,
  Camera &camera)
  + virtual sf::FloatRect
  get
       rect() const
  + sf::Vector2f get_position
  () const
          Moving_Object
# bool jumping
# sf::Vector2f velocity
# sf::Vector2f starting
 position
# bool alive
# sf::Clock animation
 timer
# int animation_frame
# Animation_State current
 animation state
# int animation_frame_rate
+ Moving_Object(float
x, float y, int w, int h)
+ virtual void update
(float friction, float
 gravity)=0
 + sf::Vector2f get_velocity
() const
 + sf::FloatRect get_rect
const override
 + sf::Vector2f get_starting
 position() const
+ virtual void stop_vertical()+ virtual void stop_horizontal()
+ void update_position()
+ virtual void reset()
+ bool is_alive() const
+ void kill()
+ void push(float force)
+ void blow(float force)
+ virtual void change
 direction()
# virtual void update
 animation_
               _state()
# virtual void update
_texture()
                  Δ
               Enemy
# float speed
+ Enemy(float x, float y)
+ Enemy(float x, float
y, int w, int h)
+ void render(sf::RenderWindow
&window, Camera &camera)
override

    void update(float friction,

float gravity) override
```

+ void spawn() # void update_

state() override

animation

Game_Object