```
Game Object
 # 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
                 Δ
         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
          Moving_Block
  + Moving_Block(float
  x, float y)
+ void update(float friction,
  float gravity) override
+ void reset() override
    sf::FloatRect get_rect
  () const override
```