```
PhysicObject  
 + facingPosition
# id
# myBody
# numFootContacts
# updatable
# vulnerable
# ticksTillVulnerable
# globalCount
+ PhysicObject()
+ ~PhysicObject()
 + getId()
 + move()
 + getObjectType()
 + getTypeForSerialization()
 + handleCollisionWith()
 + handleStopCollidingWith()
 + getMyBody()
 + getPositionX()
and 10 more...
# notify()
# getWidth()
# getHeight()
          Character
# hp
# maxHp
# currentWeapon
# readyToAttack
# ticksPassed
+ Character()
+ ~Character()
+ attack()
+ receiveShotFromProjectile()
+ getHp()
+ decreaseHp()
+ increaseHP()
+ update()
+ getCurrentWeapon()
+ getHpAsString()
+ getMaxHp()
+ isAI()
# setCurrentWeapon()
# getTypeForSerialization()
# setFilteringGroup()
# incFootContacts()
# decFootContacts()
# addFootSensors()
               Δ
             Mob
 # vulnerable
 + Mob()
 + ~Mob()
 + isVulnerable()
 + setVulnerable()
 + update()
 + getObjectType()
 + handleCollisionWith()
 + getTypeForSerialization()
+ getWidth()
 + getHeight()
            Sniper
  Sniper()
+ ~Sniper()
+ receiveShotFromProjectile()
+ getTypeForSerialization()
        NormalSniper
   NormalSniper()
    ~NormalSniper()
  + update()
  + getTypeForSerialization()
```