```
PhysicObject
   facingPosition
 # id
 # myBody
 # numFootContacts
 # updatable
 # vulnerable
 # ticksTillVulnerable
 # globalCount
 + PhysicObject()
   ~PhysicObject()
 + getId()
 + move()
 + getObj̈ectType()
+ 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()
              Mob
 # vulnerable
 + Mob()
 + ~Mob()
 + isVulnerable()
  + setVulnerable()
  + update()
 + getObjectType()
 + handleCollisionWith()
+ getTypeForSerialization()
+ getWidth()
 + getHeight()
                Δ
             Bumpy
+ Bumpy()
   ~Bumpy()
+ receiveShotFromProjectile()
  update()
  getTypeForSerialization()
```