```
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()
                Λ
           Character
# hp
# maxHp
# currentWeapon
# readyToAttack
# ticksPassed
+ Character()
+ ~Character()
+ attack()
+ receiveShotFromProjectile()
+ getHp()
+ decreaseHp()
+ increaseHP()
+ update()
+ getCurrentWeapon()
+ getHpAsString()
+ getMaxHp()
 isAl()
# setCurrentWeapon()
# getTypeForSerialization()
# setFilteringGroup()
# incFootContacts()
# decFootContacts()
# addFootSensors()
               Δ
           Humanoid
   Humanoid()
 + ~Humanoid()
 + getObjectType()
 + handleCollisionWith()
   update()
 + getTypeForSerialization()
+ getWidth()
    getHeight()
 # bossDestroyed()
               Λ
            Ringman
   Ringman()
    ~Ringman()
 + update()
    getTypeForSerialization()
```