```
IObject
          + Update()

    Draw()

         IGameObject
         Boundary
              Δ
      BaseGameObject
    + Boundary
    # World
     location
     - size

    sprite

    + Update()
    + Draw()
# BaseGameObject()
    # OnUpdate()
    # OnSimulation()
    # OnDraw()
    # Relocate()
    # Resize()
    # ShowSprite()
    # HideSprite()
               Д
    BaseCollidableObject
- movement
+ LivesHandler()
+ PointHandler()
# BaseCollidableObject()
# OnCollision()
# OnCollideWorld()
# Move()
# StopHorizontalMovement()
# StopVerticalMovement()
# RemoveSelf()
# OnSimulation()
# ScorePoints()
# ChangeLives()

    ScanCollideModes()

 CollideAll()
     BasePhysicalObject
 # Facing

    pixelScale

    accel

    frictionalAccel

    velocity

    movement

 # BasePhysicalObject()
 #ApplyAccel()
 #ApplyGravity()
 # ApplyHorizontalFriction()
 #ApplyVerticalFriction()
 # SetHorizontalVelocity()
 # SetVerticalVelocity()
 # Bounce()
 # OnSimulation()
              Δ
MelloMario.Objects.Enemies.
           Thwomp
+ State
- state
+ Thwomp()
+ Defeat()
# OnUpdate()
# OnSimulation()
# OnCollision() '
# OnCollideWorld()
# OnDraw()

    UpdateSprite()

· ChangeFacing()
```