```
IObject
          + Update()

    Draw()

        IGameObject
        Boundary
              Δ
      BaseGameObject
    + Boundary
    # World

    location

     - size

    sprite

    + Update()
    + Draw()
# BaseGameObject()
    # OnUpdate()
    # OnSimulation()
    # OnDraw()
    # Relocate()
    # Resize()
    # ShowSprite()
    # HideSprite()
              Δ
    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.
           Piranha
+ HasMarioAbove
+ State
+ ShowTime
+ HiddenTime
+ Piranha()
+ Defeat()
# OnSimulation()
# OnUpdate()
# OnDraw()
# OnCollision()
# OnCollideWorld()
DetectMario()
```