```
IPlayer

    Character

      + Camera
      + Coins
      + Score
      + Lifes
      + TimeRemain
      + AddCoin()
      + AddLife()
      + AddScore()
      + Init()
      + Spawn()
      + Reset()
      + Win()
      + Update()
MelloMario.Theming.Player
+ Session
+ Character
+ Camera
+ Coins
+ Score
+ Lifes

    TimeRemain

+ Player()
+ AddCoin()
+ AddLife()
+ AddScore()
+ Init()
+ Spawn()
+ Reset()
+ Win()
+ Update()
```