```
IObject
           + Update()

    Draw()

               ٨
         IGameObject
         + Boundary
               Δ
       BaseGameObject
     + Boundary
     # World
      - location

    size

    sprite

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

    ScanCollideModes()

    CollideAll()

               Λ
MelloMario.Objects.Blocks.Flag

    height

    maxHeight

- top
- eventInfo
+ TimeScoreHandler()
+ Flag()
# OnUpdate()
# OnCollision()
# OnCollideWorld()
# OnDraw()

    UpdateSprite()
```