```
MelloMario.ICharacter
     + Active
     + CurrentWorld
     + Player
     + Sensing
     + Left()
     + LeftPress()
     + LeftRelease()
     + Right()
     + RightPress()
     + RightRelease()
     + Jump()
     + JumpPress()
     + JumpRelease()
     + Crouch()
     + CrouchPress()
     + CrouchRelease()
     + FireCreate()
     + SuperCreate()
     + NormalCreate()
     + Action()
     + Move()
     + Remove()
               Δ
MelloMario.Objects.Characters.
        MarioCharacter
+ Active
+ CurrentWorld
+ Player
+ Sensing

    animation

    toBeTraveled

    userInput

- soundListener
+ MarioCharacter()
+ Left()
+ LeftPress()
+ LeftRelease()
+ Right()
+ RightPress()
+ RightRelease()
+ Jump()
+ JumpPress()
+ JumpRelease()
+ Crouch()
+ CrouchPress()
+ CrouchRelease()
+ FireCreate()
+ SuperCreate()
+ NormalCreate()
+ Action()
+ Move()
+ Remove()
+ FlagPole()
# Teleport()
# Reset()
# OnSimulation()
# OnUpdate()
```