

<i>Entity</i>
aabb collision_box -> hitbox for collision health -> int vec3 position -> x, y coordinates action_interval -> int damage() -> int
action_collide(entity) -> event for when entities collide move() -> entity changes position die() -> entity health drops to zero action() -> entity action (like attack or generate currency)

<i>Game</i>
list<entity> plants list<entity> zombies
update(dtime) -> update frame to include entity actions