HitboxComponent MovementComponent AnimationComponent + HitboxComponent() + MovementComponent() + AnimationComponent() + ~HitboxComponent() + ~MovementComponent() + ~AnimationComponent() + getPosition() + getVelocity() + isDone() + getGlobalBounds() + getMaxVelocity() + addAnimation() + checkIntersect() + getState() + play() + update() + move() + play() + update() + render() # hitboxComponent | # animationComponent #_movementComponent Character # characterClass #_race # id # hp # _mana # isDead # raceVect #_sprite + Character() + ~Character() + set_characterClass() + set_race() + set_hp() + set_mana() + set_isDead() + get_characterClass() + get_race() + get hp() and 18 more... # monster # player State #_states #_window #_supportedKeys # _keybinds # _quit # mousePosScreen # mousePosWindow # mousePosView #_font #_textures + State() + ~State() + getQuit() + endState() + updateMousePosition() + updateInput() + update() + render() + toString() # initKeybinds() # initFonts()