```
Character
  characterClass
  race
#
  id
#
   hp
  mana
  isDead
# raceVect
  sprite
#_hitboxComponent
  movementComponent
  _animationComponent
+ Character()
+ ~Character()
+ set characterClass()
+ set race()
+ set_hp()
+ set_mana()
+ set isDead()
+ get_characterClass()
+ get_race()
+ get_hp()
and 18 more...
         Player
  #
     χр
  # _weapon
  + Player()
  + ~Player()
  + setXP()
  + getXP()
  + updateAttack()
  + updateAnimation()
  + update()
  + toString()
          Fixer
       + Fixer()
       + ~Fixer()
       + toString()
```