HitboxComponent

+ HitboxComponent()
+ ~HitboxComponent()
+ getPosition()
+ getGlobalBounds()
+ checkIntersect()
+ update()
+ render()

AnimationComponent

+ AnimationComponent()
+ ~AnimationComponent()
+ isDone()
+ addAnimation()
+ play()
+ play()

MovementComponent

+ MovementComponent()
+ ~MovementComponent()
+ getVelocity()
+ getMaxVelocity()
+ getState()
+ move()
+ update()

#_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...

Weapon

_name
_range
_power

+ Weapon()
+ Weapon()
+ ~Weapon()
+ set_name()
+ set_range()
+ set_power()
+ get_name()
+ get_range()
+ get_power()
+ toString()

#_weapon

Player

_xp

+ Player()
+ ~Player()
+ setXP()
+ getXP()
+ updateAttack()
+ updateAnimation()
+ update()
+ toString()