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...

#_monster
#_player

State

_states
_window
_supportedKeys
_keybinds
_quit
mousePosScreen
mousePosWindow
mousePosView
_font
_textures

+ State()
+ ~State()
+ getQuit()
+ endState()
+ updateMousePosition()
+ updateInput()
+ update()
+ render()
+ toString()
# initKeybinds()
# initFonts()

MainMenuState

+ MainMenuState()
+ ~MainMenuState()
+ show()
+ selectClass()
+ selectRace()
+ updateInput()
+ updateButtons()
+ update()
+ renderButtons()
+ render()