HitboxComponent MovementComponent AnimationComponent + HitboxComponent() + MovementComponent() + AnimationComponent() + ~HitboxComponent() + ~MovementComponent() + ~AnimationComponent() + getPosition() + getVelocity() + isDone() + getGlobalBounds() + getMaxVelocity() + addAnimation() + getState() + checkIntersect() + play() + update() + move() + play() + render() + 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() GameState + GameState() + ~GameState() + updateInput() + updateScore() + updateCombat() + update() + render()