```
HitboxComponent
                                                              MovementComponent
                              AnimationComponent
+ HitboxComponent()
                                                            + MovementComponent()
                            + AnimationComponent()
+ ~HitboxComponent()
                                                            + ~MovementComponent()
                            + ~AnimationComponent()
+ getPosition()
                                                            + getVelocity()
                            + isDone()
+ getGlobalBounds()
                                                            + getMaxVelocity()
                            + addAnimation()
+ checkIntersect()
                                                            + getState()
                            + 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_race() + get_hp() and 18 more...

+ get characterClass()