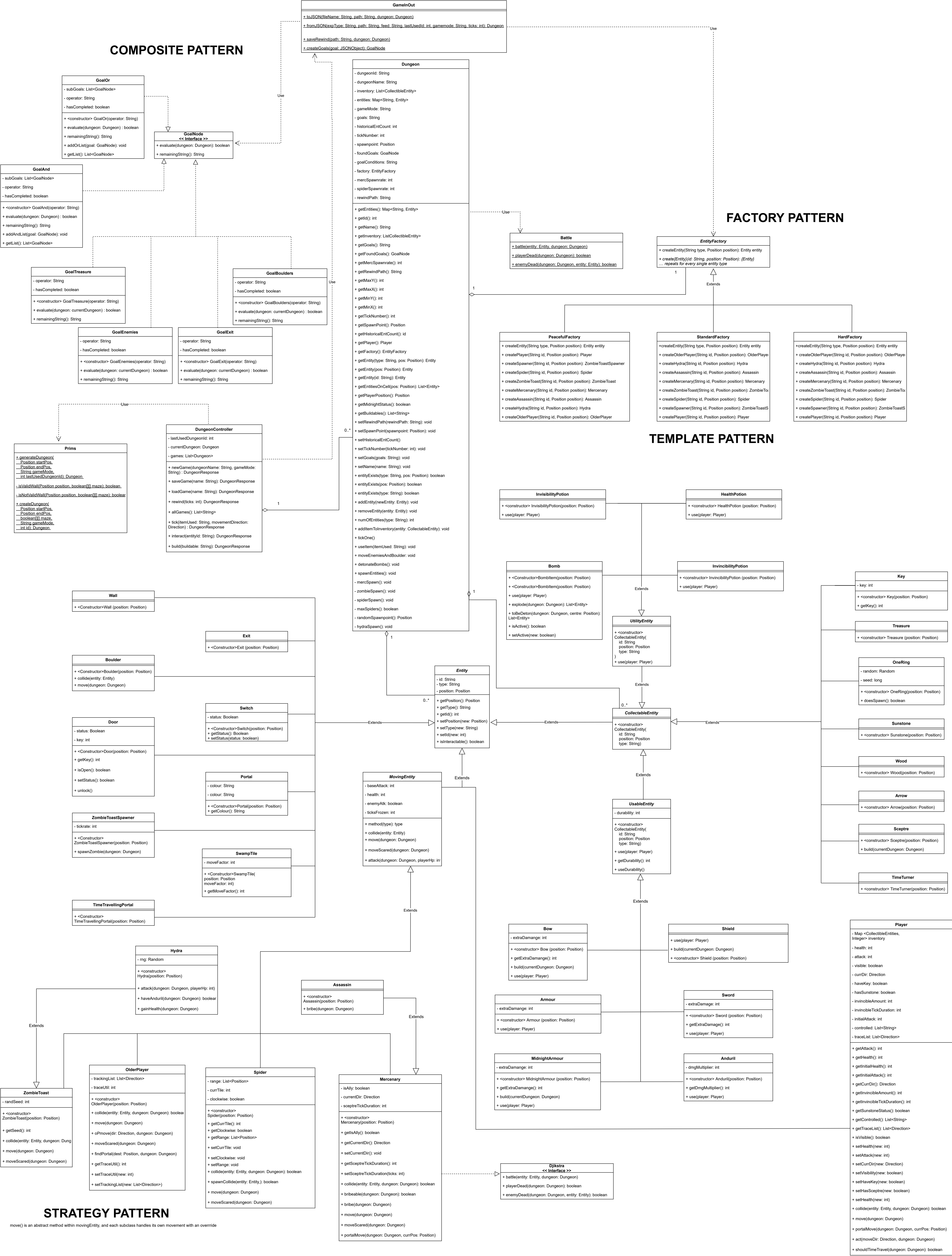


COMPOSITE PATTERN



STRATEGY PATTERN

`move()` is an abstract method within `MovingEntity`, and each subclass handles its own movement with an override