```
DrawableObject
 + Draw()
 + SetBufferRef()
 + Destory()
         Λ
    GameObject
# IdGen
# RederingHandle
# type
# m_objectID
# m_position
# m rotation
# texture
# model
# trans
# Bounding
# isBounding
# m_affordances
# targetObject
+ GameObject()
+ GameObject()
+ ~GameObject()
+ setPosition()
+ setPosition()
+ getPos()
+ setRotation()
+ setTransparency()
+ getRotationX()
+ getRotationY()
and 19 more..
        NPC
+ canPick
+ pickedObj
+ m_getAllCollidable
+ m_getAllNPC
+ m ps
+ body

    m_stateMachine

myBrain

    m Pathfinder

+ NPC()
+ ~NPC()
+ setTerrain()
+ GetFSM()
+ Draw()
+ SetBufferRef()
+ Destory()
+ Update()
+ changeState()
previousState()
and 8 more...
```