```
position
     + position()
     + position()
     + position()
     + Get X()
     + Get Y()
     + Set_new_X()
     + Set_new_Y()
           Unit
  + Unit()
  + ~Unit()
  + Get_max_HP()
  + Get max stamina()
  + Get HP()
  + Get_stamina()
  + Get speed()
  + Get_block()
  + Get miss()
  + Set new HP()
    and 9 more...
          Hero
+ Hero()
+ move()
+ update()
+ handleInput()
+ processMovement()
+ updateAnimation()
+ startAnimation()
+ updateSpriteOrientation()
```

+ Get_sprite()