```
position
     - Position
     + position()
     + position()
     + position()
     + Get_X()
     + Get_Y()
     + Set_new_X()
     + Set_new_Y()
          Unit
   c_weapon
   - c_armor
  - max_HP
  - max_stamina
  - HP
  - stamina
  - speed

    block

   - miss
  - max_weight
    and 8 more...
  + Unit()
  + ~Unit()
  + Get_max_HP()
  + Get_max_stamina()
  + Get_HP()
  + Get stamina()
  + Get_speed()
  + Get_block()
  + Get_miss()
  + Set_new_HP()
    and 9 more...
            Δ
          Hero
- hero_sprite

    hero_animations

 speed
- isMoving
 direction
  movement
 state
  currentAnim
- initialScale_h
+ Hero()
+ move()
+ update()
+ handleInput()
+ processMovement()
+ updateAnimation()
+ startAnimation()
+ updateSpriteOrientation()
```

+ Get_sprite()