```
Behavior
  # QPointer < GameObject
  > m owner
  + Behavior(OPointer
  < GameObject > owner)
  + virtual ~Behavior()=0
  + Behavior()=delete
  + Behavior & operator
  =(const Behavior &)
         Movement
+ static const struct
Movement::SETTINGS
Settings
+ Movement(QPointer
< GameObject > owner)
+ Movement()=delete
+ virtual ~Movement()=0
+ Movement & operator
=(const Movement &)
+ virtual bool stepOn
(const QPointer < GameObject
> target)
+ virtual bool stepOn
(Direction direction)
+ virtual bool isSteppable()
+ virtual bool getSteppedOn
(const QPointer< GameObject
> &source)
  GenericWalkableBehavior
 + GenericWalkableBehavior
 (OPointer< GameObject >
 owner)
 + GenericWalkableBehavior
 ()=delete
 + bool isSteppable()
 override
   PoisonOnStepBehavior
 + PoisonOnStepBehavior
 (QPointer < GameObject
 > owner)

    + PoisonOnStepBehavior

 ()=delete
 + bool getSteppedOn(const
 QPointer < GameObject
 > &source) override
```