Enemy

- p_s_Position
- p_s_Velocity

+ Enemy()
+ ~Enemy()
+ Enemy()
+ get_Position()
+ set_Position()
+ get_Velocity()
+ set_Velocity()

Crazy_enemy

- p_S_SafePosition
- AnimationTimer
- frames
- WALK_STATUS
- health

+ Crazy_enemy()
+ ~Crazy_enemy()
+ render()
+ update()
+ Crazy_enemy()
+ Crazy_enemy()
+ ~Crazy_enemy()
+ get_Health()
+ set_health()
+ render()
+ update()