```
Enemy
 - p s Position
 - p s Velocity
 + Enemy()
  + ~Enemy()
 + Enemy()
 + get_Position()
 + set_Position()
 + get Velocity()
 + set_Velocity()
     Endboss
- p S SafePosition

    AnimationTimer

    frames

- WALK STATUS
- health
+ Endboss()
+ Endboss()
+ ~Endboss()
+ get_Health()
+ set health()
+ render()
+ update()
```