Enemy

- + Enemy()
- + ~Enemy() + Enemy()
- + get Position()
 - + set Position()
 - + get Velocity()
- + set Velocity()



Crazy enemy

- + Crazy enemy()
- + ~Crazy enemy()
- + render() + update()
- + Crazy enemy()
- + Crazy enemy()
- + ~Crazy enemy()
- + get Health()
- + set health()
- + render()
- + update()

Endboss

- + Endboss()
- + Endboss() + ~Endboss()
- + get Health()
- + set health() + render()
- + update()