```
Timer

    m tStartTicks

                   - m_tPausedTicks
                   - m_bTimerPaused

    m_bTimerStarted

s_Vector
                   + Timer()
+i x
                   + ~Timer()
+ i_y
                   + start()
                   + stop()
                   + pause()
                   + unpause()
                   + Getticks()
                   + IsTimerStarted()
                   + IsTimerPaused()
       -p_s_Velocity
                           -OverlayTimer
    -p_s_StartPosition
                           -AttackTimer
                         -AnimationTimer
       -p_s_Position
           FinalBoss

    e_walkstatus

    transformed

     - isactivated
     - raged
     - finishmovedoneonce

    isdead

     - HURTSTATE
     - i_health
     - i frames
     + FinalBoss()
     + ~FinalBoss()
     + get_Position()
     + set_Position()
     + get_isDead()
     + get_isactivated()
     + set_isactivated()
     + render()
     + update()
     + weaken_Endboss()
                 -p_BossManager
         AgentManager

    crazy_enemies

   - allPfleger

    crazy_enemiesToDelete

   + render()
   + check_collision()
   + update()
   + weaken Bots()
   + set_Bot()
   + reinitialize()
   + get_Boss()
   + get_AgentManager()
   AgentManager()
   - ~AgentManager()
```