```
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()
```