```
Matter
# world
- depth

    player

+ Matter()
+ ~Matter()
+ Matter()
+ operator=()
+ getRenderMethod()
+ getColorR()
+ getColorG()
+ getColorB()
+ getColorA()
+ getImage()
and 6 more.
+ canDrawLine()
          Δ
        Rigid
 # physics
  alert
 - defaultAlert

    alertExpireClock

 + Rigid()
 + Rigid()
 + ~Rigid()
 + getReferee()
 + testPoint()
 + setAlert()
 + getAlert()
 + setDefalutAlert()
 + getAlertColorR()
 + getAlertColorG()
 and 10 more...
        Stick
 # x1
 # y1
 # x2
 # y2
 + Stick()
 + Stick()
 + tryMoveTo()
 + tryPutDown()
 + canDrawLine()
 genBodyDef()
 - genFixtureDefs()
     SteelStick
     SteelStick()
     SteelStick()
    getColorR(
    getColorG()
    getColorB()
     getColorA()
    getStrength()
```