```
Matter
# world

    depth

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

    alert

    defaultAlert

    alertExpireClock

 + Rigid()
 + Rigid()
 + ~Rigid()
 + getReferee()
 + testPoint()
 + setAlert()
 + getAlert()
 + setDefalutAlert()
 + getAlertColorR()
 + getAlertColorG()
 and 10 more...
        Frame
 + Frame()
 + getColorR()
 + getColorG()
 + getColorB()
 + getColorA()
 genBodyDef()
 genFixtureDefs()
```