```
Matter
# world
- depth

    player

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

    alert

    defaultAlert

    alertExpireClock

  + Rigid()
  + Rigid()
  + ~Rigid()
  + getReferee()
  + testPoint()
  + setAlert()
  + getAlert()
  + setDefalutAlert()
  + getAlertColorR()
  + getAlertColorG()
  and 10 more...
Button< imageName >
+ Button()
+ getRenderMethod()
+ getImage()
genBodyDef()
genFixtureDefs()
```