```
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
                          WoodStick
+ SteelStick()
                        + WoodStick()
+ SteelStick()
                        + WoodStick()
+ getColorR()
                        + getColorR()
+ getColorG()
                        + getColorG()
+ getColorB()
                        + getColorB()
+ getColorA()
                        + getColorA()
+ getStrength()
                        + getStrength()
```