## Entity

# sprite
# texture

+ draw()
+ Entity()
+ Entity()
+ getGlobalBounds()
+ getPosition()
+ setPosition()
+ ~Entity()

## Ennemi

+ isAlive
- animationTimer
- currentFrame
- frameHeight
- frameWidth
- gravity
- isSquashed
- onGround
- sprite
- squashTimer
- velocity
- textureEnnemi

+ draw()
+ Ennemi()
+ getBounds()
+ onPlayerCollision()
+ setPosition()
+ update()