```
Entity
     # sprite
     # texture
     + draw()
     + Entity()
     + Entity()
     + getGlobalBounds()
     + getPosition()
     + setPosition()
     + ~Entity()
            Player
+ collisionsActive
+ faceRight
+ isDead
# animationIdleLeft
# animationIdleRight
# animationJumpLeft
# animationJumpRight
# animationWalkLeft
# animationWalkRight
# canlump
# currentAnimation
# gravity
# islumping
and 8 more...
+ areCollisionsActive()
+ checkCollisionWithEnnemis()
+ draw()
+ handleInput()
+ initializePlayer()
+ jump()
+ move()
+ Player()
+ respawn()
+ setCollisionsActive()
+ setOpacity()
+ update()
+ ~Player()
            Ramio
        + handleInput()
        + Ramio()
        + ~Ramio()
```