Entity

sprite
texture

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

Player

+ faceRight
+ isDead
+ collisionsActive
# animationWalkLeft
# animationWalkRight
# animationJumpRight
# animationJumpLeft
# animationIdleRight
# animationIdleLeft
# currentAnimation
# velocity
# jumpForce
# speed
# gravity
# isJumping
# canJump
# onGround

+ Player()
+ draw()
+ jump()
+ move()
+ initializePlayer()
+ checkCollisionWithEnnemis()
+ respawn()
+ setCollisionsActive()
+ areCollisionsActive()
+ setOpacity()
+ update()
+ handleInput()

Mario

+ Mario()
+ handleInput()