Entity

sprite
texture

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

Player

+ collisionsActive
+ faceRight
+ isDead
# animationIdleLeft
# animationIdleRight
# animationJumpLeft
# animationJumpRight
# animationWalkLeft
# animationWalkRight
# canJump
# currentAnimation
# gravity
# isJumping
and 8 more...

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

Guili

+ level
+ ramio

+ Guili()
+ handleInput()
+ handleInputAI()
+ marcher_normal()
+ ~Guili()