```
Entity
# sprite
# texture
+ draw()
+ Entity()
+ Entity()
+ getGlobalBounds()
+ getPosition()
+ setPosition()
+ ~Entitv()
       Ennemi
+ isAlive

    animationTimer

    currentFrame

    frameHeight

    frameWidth

    gravity

    isSquashed

- onGround
- sprite

    squashTimer

    velocity

    textureEnnemi

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