```
Entity
     # sprite
     # texture
     + draw()
     + Entity()
     + Entity()
     + getGlobalBounds()
     + getPosition()
     + setPosition()
     + ~Entity()
            Player
+ collisionsActive

    faceRight

+ isDead
# animationIdleLeft
# animationIdleRight
# animationJumpLeft
# animationJumpRight
# animationWalkLeft
# animationWalkRight
# canJump
# currentAnimation
# gravity
# isJumping
# jumpForce
# onGround
# speed
# velocity
+ areCollisionsActive()
+ checkCollisionWithEnnemis()
+ draw()
+ handleInput()
+ initializePlayer()
+ jump()
+ move()
+ Player()
+ respawn()
+ setCollisionsActive()
+ setOpacity()
+ update()
             Luigi
     + level
     + mario
     + handleInput()
     + handleInputAI()
     + Luigi()
     + marcher normal()
```