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

    collisionsActive

+ faceRight
+ isDead
# animationIdleLeft
# animationIdleRight
# animationJumpLeft
# animationJumpRight
# animationWalkLeft
# animationWalkRight
# canJump
# currentAnimation
# gravity
# islumping
# jumpForce
# onGround
# speed
# velocity
+ areCollisionsActive()
+ checkCollisionWithEnnemis()
+ draw()
+ handleInput()
+ initializePlayer()
+ jump()
+ move()
+ Player()
+ respawn()
+ setCollisionsActive()
+ setOpacity()
+ update()
               Λ
             Mario
        + handleInput()
        + Mario()
```