## Animation Entity + currentImage # sprite + imageCount # texture + uvRect switchTime + draw() totalTime + Entity() + Entity() + Animation() + getGlobalBounds() + Animation() + getPosition() + getCurrentFrame() + setPosition() + getUvRect() + ~Entity() + update() #animationJumpLeft #animationIdleRight #currentAnimation #animationWalkLeft #animationIdleLeft #animationJumpRight #animationWalkRight Player + collisionsActive + faceRight + isDead # canjump # gravity # islumping # jumpForce # onGround # speed # velocity + areCollisionsActive() + checkCollisionWithEnnemis() + draw() + handleInput() + initializePlayer() + jump() + move() + Player() + respawn() + setCollisionsActive() + setOpacity() + update()