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

    sprite

    velocity

    isSquashed

    squashTimer

    animationTimer

    currentFrame

    gravity

- onGround

    frameWidth

- frameHeight
- textureEnnemi
+ Ennemi()
+ setPosition()
+ update()
+ onPlayerCollision()
+ draw()
+ getBounds()
```