```
Sekander::GameWorld
+ is_key_pressed
+ counter
+ input counter
+ m_OnFloor
+ m In the Air
- _data

    playerSprite

 animationIterator
 _
_key
- _clock
_playerRect

    _playerState

    source

- _sprite_WIDTH
 _sprite_HEIGHT
and 11 more...
+ GameWorld()
+ GameWorld()
+ GameWorld()
+ Draw()
+ Animate()
+ Animate()
+ Update()
+ checkKEYPRESS()
+ pressure_sensitive
KEY PRESS()
+ StartAnimation()
and 6 more...
  Sekander::Enemy
  - data
  -m key
  - m_sprite_X_POS
- m_sprite_Y_POS
  - m_is_Moving

 m health

  - m_health_text

    m took damage

  is_alive
  m_dead
  and 16 more...
  + Enemy()
  + Enemy()
  + SetOrigin()
  + SetSpeed()
  + Damage()
  + Set Health()
  + GetHealth()
  + Jump()
  + Get_X_POS()
+ Get_Y_POS()
  and 14 more...
```