```
GameObject
    # position
    # sprite
    # file_name
    # isSpriteCreated
     + GameObject()
        ·GameObject()
     + load()
     + draw()
     + setPosition()
     + getPosition()
     + getFileName()
     + spriteContains()
     + move()
    + move()
and 7 more...
             Δ
    CritterGameObject
  isActive
+ hasSpawned
+ isAtEndTile
 + animation_handler
# current_waypoint
# animation_index
+ CritterGameObject()
+ ~CritterGameObject()
+ getCurrentWaypoint()
+ setCurrentWaypoint()
+ setAnimationIndex()
+ draw()
+ getMovementDirection()
+ isAtNextWaypoint()
+ updatePosition()
+ controlCat()
             Δ
           Critter
+ next_critter
# type
#id
# max
       health
# effectList
# hit_points
# steal_points
# player
         _reward
# speed
# speedModifier
# level
# specialEffectApplied
#STEAL
          LIVES
+ Critter()
+ ~Critter()
+ getId()
+ getHiťPoints()
+ setHitPoints()
+ getStealPointsStrength()
+ getPlayerReward()
+ getSpeed()
+ setSpeed()
+ reduceSpeed()
and 7 more..
# initializeCritter()
         BlackCat
     + BlackCat()
     + ~BlackCat()
- initializeCritter()
```