```
GameObject
# position
# sprite
# file name
# isSpriteCreated
+ GameObject()
+ ~GameObject()
+ load()
+ draw()
+ setPosition()
+ getPosition()
+ getFileName()
+ spriteContains()
+ move()
+ move()
and 7 more...
       Tile
   - tileX
   - tileY

    type

   + Tile()
   + Tile()
   + ~Tile()
   + getTileX()
   + getTileY()
   + getType()
   + setType()
     DeadTile
  + DeadTile()
  + ~DeadTile()
```