```
GameObject
# sprite
# file_name
# isSpriteCreated
                            ISubject
+ GameObject()
+ ~GameObject()

    observers

+ load()
+ draw()
                          + attach()
+ setPosition()
                          + detach()
+ getPosition()
                          + notify()
+ getFileName()
+ spriteContains()
+ move()
+ move()
and 7 more...
                 Critter
      + animation handler
      + isActive
      + hasSpawned
      + isAtEndTile
      + next critter
      # current_waypoint
      # type
      #id
      # max health
      # hit_points
      # position
      # steal_points
      # player_reward
      # speed
      # level
      # animation index
      # specialEffectApplied
      #STEAL_LIVES
      + controlCat()
      + Critter()
      + ~Critter()
      + getId()
      + getHitPoints()
      + setHitPoints()
      + getStealPointsStrength()
      + getPlayerReward()
      + getSpeed()
      + reduceSpeed()
      and 13 more...
      # initializeCritter()
               WhiteCat
           + WhiteCat()
           + ~WhiteCat()
            initializeCritter()
```