```
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()
                  Critter
        + next_critter
       # type
        # id
       # max_health
       # effectList
        # hit_points
       # steal_points
       # player_reward
        # speed
       # speedModifier
       # level
       # specialEffectApplied
# STEAL_LIVES
        + Critter()
        + ~Critter()
        + getId()
        + getHitPoints()
        + setHitPoints()
+ getStealPointsStrength()
        + getPlayerReward()
        + getSpeed()
        + setSpeed()
        + reduceSpeed()
        and 7 more
        # initializeCritter()
    BlackCat
                              WhiteCat
+ BlackCat()
                            WhiteCat()
 ~BlackCat()
                            ~WhiteCat()
initializeCritter()
                          initializeCritter()
```