GameObject

position
sprite
file_name
isSpriteCreated

+ GameObject()
+ ~GameObject()
+ load()
+ draw()
+ setPosition()
+ getPosition()
+ getFileName()
+ spriteContains()
+ move()
+ move()
and 7 more...

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

+ BlackCat()
+ ~BlackCat()
- initializeCritter()

WhiteCat

+ WhiteCat()
+ ~WhiteCat()
- initializeCritter()