```
Renderable
     # id
     # color
     + Renderable()
     + Renderable()
     + Renderable()
     + ~Renderable()
     + operator=()
     + render()
     + getColor()
          Animal
# name
# weight
# s
# row
# col
# wild
+ Animal()
+ Animal()
+ Animal()
+ ~Animal()
+ operator=()
+ interact()
+ countConsumedMeat()
+ countConsumedVeggie()
+ getRow()
+ getCol()
and 10 more...
```