Behaviour

acceleration
velocity

+ Behaviour()
+ Behaviour()
+ Behaviour()
+ operator=()
+ operator=()
+ ~Behaviour()
+ process()

Enemy_Behaviour

+ Enemy_Behaviour()
+ Enemy_Behaviour()
+ Enemy_Behaviour()
+ operator=()
+ operator=()
+ ~Enemy_Behaviour()
+ process()
+ flip()
+ move_x()
+ move_y()
+ collision_x()
+ collision_y()