```
Rehaviour
    # acceleration
    # velocity
    + Behaviour()
    + Behaviour()
    + Behaviour()
    + operator=()
    + operator=()
    + ~Behaviour()
    + process()
  Enemy2 Behaviour
- start pos
- end pos
+ Enemy2 Behaviour()
+ Enemy2 Behaviour()
+ Enemy2 Behaviour()
+ operator=()
+ operator=()
+ ~Enemy2 Behaviour()
+ process()
+ flip()
+ move x()
+ move y()
+ collision x()
+ collision y()
```