```
Behaviour
   # acceleration
   # velocity
   + Behaviour()
   + Behaviour()
   + Behaviour()
   + operator=()
   + operator=()
   + ~Behaviour()
   + process()
  Player Behaviour
handler
- frame
+ Player Behaviour()
+ Player Behaviour()
+ Player Behaviour()
+ operator=()
+ operator=()
+ ~Player Behaviour()
+ process()
+ flip()
+ animate()
+ shoot()
+ move x()
+ move v()
+ collision x()
+ collision y()
```