```
engine::TRect< int >
+ TRect()
+ TRect()
+ TRect()
+ TRect()
+ operator=()
+ getLeft()
+ getTop()
+ getWidth()
+ getHeight()
+ getAll()
and 14 more...
           #m_aabb
engine::CCollidable
+ CCollidable()
                            engine::SSideBlocked
+ CCollidable()
                            + left
+ ~CCollidable()
                            + right
+ getLeft()
                            + up
+ getTop()
                            + down
+ getWidth()
+ getHeight()
+ getAll()
+ getRect()
+ getPosition()
and 7 more...
                                     #isSideBlocked
                       engine::CMovable
                       # velosity_x
                       # velosity_y
                       + CMovable()
                       + ~CMovable()
                       + setLeft()
                       + setTop()
                       + setWidth()
                       + setHeight()
                       + setAll()
                       + setPosition()
                       + moveLeft()
                       + moveTop()
                       and 22 more...
                    engine::CGravityBased
                    # m_gravityTimer
                    # m_falling
                    + CGravityBased()
                    + ~CGravityBased()
                    + getSeconds()
                    + getMilliseconds()
                    + getMicroseconds()
                    + restartGravityClock()
                    + isFalling()
                    + setFalling()
                    + print()
```