```
engine::TRect< int >
     TRect()
   + TRect()
+ TRect()
+ TRect()
   + operator=()
   + getLeft()
   + getTop()
   + getWidth()
   + getHeight()
   + getAll()
   and 13 more...
               #m_aabb
    engine::CCollidable
   + CCollidable()
   + CCollidable()
   + ~CCollidable()
   + getLeft()
   + getTop()
   + getWidth()
   + getHeight()
   + getAll()
   + getRect()
   + getPosition()
   + getCenter()
   + print()
   + isCollision()
   + collision active()
   + collision_passive()
             Δ
    engine::CMovable
    + CMovable()
    + ~CMovable()
    + setLeft()
    + setTop()
    + setWidth()
    + setHeight()
    + setAll()
    + setPosition()
    + moveLeft()
    + moveTop()
    + movePosition()
 GameElement movable
+ GameElement_movable()
render()
```