```
engine::CCollidable
  # m
       aabb
  + CCollidable()
  + CCollidable()
  + ~CCollidable()
   + getLeft()
  + getTop()
  + getWidth()
   + getHeight()
  + getAll()
  + getRect()
  + getPosition()
  and 7 more...
   engine::CMovable
   # velosity_x
   # velosity_y
# isSideBlocked
   + 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()
            Λ
 GameElement_gravity
+ GameElement_gravity()
```

+ render()