```
engine::CRenderable
    # m pSprite
    # m zorder
    + CRenderable()
    + ~CRenderable()
    + getSprite()
    + getZOrder()
    + update render()
    + print()
    engine::CAnimatable
# m animationTimeStep
# m animationClock
# isFirstUpdate
# shouldChangeRenderImage
```

# m subNum

+ CAnimatable() + ~CAnimatable() + update render()