```
engine::CCollidable
   # m_aabb
   + CCollidable()
   + CCollidable()
   + ~CCollidable()
   + getLeft()
   + getTop()
   + getWidth()
   + getHeight()
   + getAll()
   + getRect()
   + getPosition()
   and 7 more...
   engine::CMovable
   # velosity_x
   # velosity
   # isSideBlocked
   + CMovable()
   + ~CMovable()
   + setLeft()
    + setTop()
   + setWidth()
   + setHeight()
   + setAll()
    + setPosition()
   + moveLeft()
    + moveTop()
   and 25 more...
 engine::CGravityBased
 # m_gravityTimer
 # m_falling
 + CGravityBased()
 + ~CGravityBased()
 + getSeconds()
 + getMilliseconds()
 + getMicroseconds()
 + restartGravityClock()
 + isFalling()
 + setFalling()
 + collision_active()
+ collision_active()
 + collision_active()
 + print()
 GameElement gravity
+ GameElement gravity()
```

+ render()