```
engine::CCollidable
 # m aabb
 + CCollidable()
 + CCollidable()
 + ~CCollidable()
 + getLeft()
 + getTop()
 + getWidth()
 + getHeight()
 + getAll()
 + getRect()
 + getPosition()
 + getCenter()
 + print()
 + isCollision()
 + collision active()
 + collision passive()
   engine::CMovable
   + CMovable()
   + ~CMovable()
   + setLeft()
   + setTop()
   + setWidth()
   + setHeight()
   + setAll()
   + setPosition()
   + moveLeft()
   + moveTop()
   + movePosition()
GameElement movable
```

+ GameElement movable()

+ render()