```
engine::TRect< int >
+ TRect()
+ TRect()
+ TRect()
+ TRect()
+ operator=()
+ getLeft()
+ getTop()
+ getWidth()
+ getHeight()
+ getAll()
and 14 more...
           #m aabb
engine::CCollidable
+ CCollidable()
                            engine::SSideBlocked
+ CCollidable()
                            + left
+ ~CCollidable()
                            + right
+ getLeft()
                            + up
+ getTop()
                            + down
+ getWidth()
+ getHeight()
+ getAll()
+ getRect()
+ getPosition()
and 7 more...
                                    #isSideBlocked
                      engine::CMovable
                      # velosity_x
                      # velosity_y
                      + CMovable()
                      + ~CMovable()
                      + setLeft()
                      + setTop()
                      + setWidth()
                      + setHeight()
                      + setAll()
                      + setPosition()
                      + moveLeft()
                      + moveTop()
                      and 25 more...
                   GameElement movable
                  + GameElement movable()
                  + render()
```