



- + CPlayer()
- + ~CPlayer() + update()
- + userInput_keyPress()
- + userInput_keyRelease()
- + userInput_mousePress()
- + userInput_mouseRelease()
- + stepNormally()

CUI

- + CUI()
- + ~CUI() + update()
- + userInput keyPress()
- + userInput keyRelease()
- + userInput_mousePress()
- + userInput_mouseRelease()