```
std::vector< shared
 ptr< GameLogic::BasicEnemy > >
                                         enemiesThatCanShoot
                                             enemyShips
      std::vector< vector
      < pair< bool, shared
      _ptr< GameLogic::Entity
                                                  arid
              >>>>
                                                                   GameLogic::Level
                                             flyingBullets
    std::vector< shared
                                               cannons
    ptr< GameLogic::Bullet > >
std::vector< shared
_ptr< GameLogic::EnergyCannon > >
```