```
Entity
# m rate
# m_position
# m new position
# m_shape
+ Entity()
+ Entity()
+ render()
+ move()
+ setRate()
+ setPos()
+ getPos()
+ getNewPos()
+ stopMoving()
+ isCollison()
    Obstacle
+ m type
# m shapeIndex
+ Obstacle()
+ Obstacle()
+ getPos()
+ setRate()
  TrainObstacle
```

+ TrainObstacle()+ TrainObstacle()+ TrainObstacle()