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()

RaftObstacle

+ RaftObstacle()
+ RaftObstacle()