```
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()
```



+ BusObstacle() + BusObstacle()