```
std::enable shared
from_this< GameEntity >
      GameEntity
+ name
+ tempName
+ type
+ mComponents
# mSpeed
# xDir
# yDir
# subtype
# mRenderable
+ GameEntity()
+ ~GameEntity()
+ GetThisPtr()
+ Input()
+ Update()
+ Render()
+ AddComponent()
+ GetComponent()
+ AddDefaultTransform()
+ GetTransform()
+ SetRenderable()
+ IsRenderable()
+ Intersects()
+ GetName()
+ SetName()
+ GetTempName()
+ GetType()
+ SetType()
+ GetSpeed()
+ SetSpeed()
+ GetXDir()
+ GetYDir()
+ SetXDir()
+ SetYDir()
+ SetXYDir()
+ SetSubtype()
```

+ GetSubtype()