```
IEntity
+ IEntity()
+ ~IEntity()
+ update()
+ sendData()
+ addLifeEntity()
+ isAlive()
+ setAlive()
+ isColliding()
+ getRect()
+ getType()
+ getId()
+ setId()
+ getDirection()
+ getPosition()
+ setPosition()
+ setDirection()
+ getSpeed()
+ getHp()
+ getAmmos()
+ clearAmmos()
         Д
   ServerEntity
  _isAlive
  _rect
#
# _type
# _id
# _
# _direction
# ammos
____mo
# _speed
# _health
# _max
  _ammos
   _maxHealth
+ ServerEntity()
+ ~ServerEntity()
                           std::enable_shared
+ sendData()
+ update()
                            _from_this< ServerPlayer >
+ setId()
+ isAlive()
+ setAlive()
+ addLifeEntity()
+ getId()
+ getRect()
+ isColliding()
+ setDirection()
+ getDirection()
+ getPosition()
+ getType()
+ getSpeed()
+ getMaxHp()
+ setPosition()
+ getHp()
+ getAmmos()
+ clearAmmos()
                   ServerPlayer
               _canShoot
            + ServerPlayer()
+ ~ServerPlayer()
            + update()
            + setUsername()
            + getUsername()
            + getPort()
            + getSocket()
            + startUDP()
            + isReady()
            + setIsReady()
            + sendData()
             broadcastUDPNotSelf()
            + handleReceive()
            + closeUDP()
            + movePlayer()
+ getAmmo()
            + shoot()
```