IEntity

+ IEntity()
+ ~IEntity()
+ update()
+ sendData()
+ addLifeEntity()
+ isAlive()
+ setAlive()
+ isColliding()
+ getRect()
+ getType()
+ getId()
+ setId()
+ getDirection()
+ getPosition()
+ setPosition()
+ setDirection()
+ getSpeed()
+ getHp()
+ getAmmos()
+ clearAmmos()