```
IClientEntity
+ IClientEntity()
+ ~IClientEntity()
+ getElapsedTime()
+ getPos()
+ getSize()
+ getGlobalBounds()
+ setPos()
+ setRotation()
+ setColor()
+ setHealth()
+ restartClock()
+ drawSprite()
+ drawParticles()
  update()
+ isAlive()
+ isDeathFinish()
+ setIsAlive()
          Δ
        Entity
#
  _texture
#_sprite
#_r
# _pos
#
   animationClock
# _deathClock
  _particleSystem
#
  _startColor
#
  _endColor
#
#_health
#_m
  _maxHealth
#
   sound1
  _soundBuf1
#
#
  _deathAnimation
#
   deathFinish
  _speed
#
  isAlive
#
+ Entity()
   -Entity()
+
+ getElapsedTime()
+ getPos()
+ getSize()
+ getGlobalBounds()
+ setPos()
+ setRotation()
+ setColor()
+ restartClock()
+ isAlive()
+ setIsAlive()
+ isDeathFinish()
+ drawParticles()
+ drawSprite()
+ update()
+ setHealth()
          Δ
    BossBulletC
  + BossBulletC()
     -BossBulletC()
  + update()
```

+ drawSprite() + drawParticles()