IEntity

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

ServerEntity

_isAlive
_rect
_type
_id
_direction
_ammos
_speed
_health
_maxHealth

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

Boss

+ Boss()
+ ~Boss()
+ update()
+ shoot()
+ startClock()
+ checkClock()