```
+
   IEntity()
+ ~IEntity()
+ update()
+ sendData()
+ addLifeEntity()
+ isAlive()
+ setAlive()
+ isColliding()
+ getRect()
+ getType()
+ getId()
+ setId()
+ getDirection()
+ getPosition()
+ setPosition()
+ setDirection()
+ getSpeed()
+ getHp()
+ getAmmos()
+ clearAmmos()
         Δ
   ServerEntity
#
   isAlive
  _rect
#
  _type
#
  _id
#
  _direction
#
   _ammos
#
#
   speed
  health
#
#
  _maxHealth
  ServerEntity()
+
  ~ServerEntity()
+ sendData()
+ update()
+ setId()
+ isAlive()
+ setAlive()
+ addLifeEntity()
+ getId()
+ getRect()
+ isColliding()
+ setDirection()
+ getDirection()
            tion()
+ getPosition()
+ getType()
+ getSpeed()
+ getMaxHp()
+ setPosition()
  getHp()
+
  getAmmos()
  clearAmmos()
    BossBullet
   BossBullet()
     BossBullet()
```

+ update()

IEntity