

IClientEntity

- + IClientEntity()
- + ~IClientEntity()
- + getElapsedTime()
- + getPos()
- + getSize()
- + getGlobalBounds()
- + setPos()
- + setRotation()
- + setColor()
- + setHealth()
- + restartClock()
- + drawSprite()
- + drawParticles()
- + update()
- + isAlive()
- + isDeathFinish()
- + setIsAlive()