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BuilderInterface
+ initID()
+ initAccessories()
+ initSensors()
+ initBehaviour()
+ initPosition()
+ initVitesse()
+ initCreatureSize()
+ initLifetimeDuration()
+ getResult()
+ make getResult()
+ reset()
    RandomBuilder
+ RandomBuilder()
+ RandomBuilder()
+ initID()
+ initAccessories()
+ initSensors()
+ initBehaviour()
+ initPosition()
+ initVitesse()
+ initLifetimeDuration()
+ initCreatureSize()
+ aetResult()
+ reset()
```