Entity
+ virtual Type getId() const =0 + virtual Point getCoords() const =0 + virtual int getPriority() const =0 + virtual bool isAlive() const =0 + virtual void act()=0 + virtual void receiveDamage(double)=0 + virtual std::vector< std::pair< void(*)(Entity *), const char * > > getMenu() const =0 + virtual void killMySelf()=0 + virtual std::vector< std::pair< std::string, std::string > > serialize() const =0 + virtual ~Entity()=default