

Entite

```
# collisionable_  
# equipe_  
# position_  
# angle_  
# scale_  
# cercleEnglobant_  
# forme_  
# texture_  
# sprite_  
# vit_
```

```
+ ~Entite()  
+ getForme()  
+ afficher()  
+ move()  
+ setPosition()  
+ getPosition()  
+ estDehors()  
+ rotate()  
+ setRotation()  
+ getRotation()  
+ scale()  
+ setScale()  
+ getScale()  
+ changeSpeed()
```