Entity

fSI

+ Entity()
+ ~Entity()

ScreenEntity

fSize
fMovePixels
fLifes
fScore
fEntityView

+ ScreenEntity()
+ move()
+ move()
+ move()
+ collides()
+ getLocation()
+ getHeight()
+ getWidth()
+ getSize()
+ isDead()
+ kill()
+ getLifes()
+ appendView()
+ setSpeed()
+ getSpeed()
+ raiseScore()
+ getScore()
+ ~ScreenEntity()

Wall

+ Wall()
+ ~Wall()