```
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()
      Bullet
+ Bullet()
+ move()
+ getFiredfrom()
+ getType()
+ kill()
+ ~Bullet()
```