```
IGameEntity
 + m id
# m_type
# m collideChecked
 + getPosition()
 + getType()
 + setPosition()
 + makeATick()
 + getShape()
 + getMovXSens()
 + getMovYSens()
 + collideX()
 + collideY()
 + getSpeedX()
 + getSpeedY()
 + setCollideChecked()
 + getCollideChecked()
          Ball
- m shape
- m_movXSens
- m movYSens
- m_speedX
m_speedY
- m origin

    m idGen

+ Ball()
+ Ball()
+ Ball()
+ Ball()
+ ~Ball()
+ getPosition()
+ getType()
+ setPosition()
+ makeATick()
+ getShape()
+ collideX()
+ collideY()
+ getMovXSens()
+ getMovYSens()
+ getSpeedX()
+ getSpeedY()
+ setCollideChecked()
+ getCollideChecked()
+ validColorGenerator()
+ validSpeedGenerator()
+ setSpeed()
```