```
Entity
# position
# velocity
# acceleration
# direction
# time
# id
# speed
# cameras
+ Update()
+ GetPosition()
+ GetVelocity()
+ GetAcceleration()
+ GetDirection()
+ GetTime()
+ GetId()
+ GetSpeed()
+ SetPosition()
+ SetPosition()
and 10 more...
 RechargeStation
+ busy
+ powercells
+ RechargeStation()
+ RechargeStation()
+ Recharge()
+ IsBusy()
+ Update()
```