```
iEntity
  + ~iEntity()
  + GetID()
  + GetName()
  + GetPosition()
  + SetPosition()
  iMovableEntity
+ ~iMovableEntity()
+ GetID()
+ GetName()
+ GetPosition()
+ SetPosition()
+ GetVelocity()
+ SetVelocity()
+ GetDirection()
+ SetDirection()
+ GetBattery()
+ Update()
```