```
IGObject
 + getId()
 + getX()
 + getY()
 + getVelocity()
 + serialize()
 + setX()
 + setY()
 + ~IGObject()
   SCharacter
+ SCharacter()
+ ~SCharacter()
+ getId()
+ getX()
+ getY()
+ getVelocity()
+ getMyWeapon()
+ getTeam()
+ getDir()
+ setDir()
+ serialize()
+ getReady()
+ make_ready()
+ setX()
+ setY()
+ setTeam()
+ setMyWeapon()
```