```
IGObject
   + getId()
   + getX()
   + getY()
   + getVelocity()
   + serialize()
   + setX()
   + setY()
   + ~IGObject()
    CCharacter
+ CCharacter()
+ ~CCharacter()
+ getId()
+ getX()
+ getY()
+ getVelocity()
+ getLife()
+ getPlayer()
+ getDead()
+ getTeam()
+ getDir()
+ setDir()
+ serialize()
+ draw()
+ move()
+ die()
+ tryToRevive()
+ revive()
+ damage()
+ colision()
+ setX()
+ setY()
+ setSpawnX()
+ setSpawnY()
+ setTeam()
+ weaponAngle()
+ setWeaponAngle()
+ shoot()
+ getWeaponDmg()
+ sound_shoot()
+ getProjectiles()
```