	1			
lEntity			Vector3	
+ AddObserver() + RemoveObserver() + Notify() + ~IEntity() + GetEntityId() + SetEntityId() + GetType() + GetId() + SetId() + UpdateDirection() + GetPosition() + GetDirection()			+ Vector3() + Vector3() + operator+() + operator*() + operator/() + Magnitude() + Distance() + Print() + GetX() + GetY() + SetX() + SetY() + SetZ()	
			#position #direction	
	Entity			
	# observers # id # entity_id # type # radius # cameras			
	+ Entity() + Entity() + ~Entity() + Entity() + operator=() + AddObserver() + RemoveObserver() + Notify() + GetRadius() + SetRadius() and 13 more			