```
IEntity
+ AddObserver()
+ RemoveObserver()
+ Notify()
+ ~IEntity()
+ GetEntityId()
+ SetEntityId()
+ GetType()
+ SetType()
+ GetId()
+ SetId()
+ UpdateDirection()
+ UpdatePosition()
+ GetPosition()
+ GetDirection()
+ GetData()
       Entity
# observers
# id
# entity id
# type
# position
# direction
# radius
# cameras
+ Entity()
+ Entity()
+ ~Entity()
+ Entity()
+ operator=()
+ AddObserver()
+ RemoveObserver()
+ Notify()
+ GetRadius()
+ SetRadius()
and 13 more...
       Robot
 # isRescued
 + Robot()
 + Robot()
  + GetIsRescued()
    SetIsRescued()
```