```
Component
# parent
 # isCreated
 + Component()
 + ~Component()
 + onCreate()
 + onDestrov()
 + update()
 + draw()
 + Component()
 + ~Component()
 + onCreate()
 + onDestrov()
 + update()
 + draw()
  AlComponent
- m_position
- m velocity
- m body

    beginningPosition

    bfs graph

    aiPositions

+ AlComponent()
+ ~AlComponent()
+ onCreate()
+ onDestrov()
+ update()
+ draw()
+ Init()
+ seek()
+ flee()
+ wander()
and 7 more...
```