```
Component
 # isCreated
 + Component()
 + ~Component()
 + onCreate()
 + onDestroy()
 + update()
 + draw()
 + Component()
 + ~Component()
 + onCreate()
 + onDestroy()
 + update()
 + draw()
  AlComponent
m position

    m velocity

- m body
- beginningPosition
- bfs graph

    aiPositions

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

#parent