```
AEntity
+ active
alive
+ category
+ name
+ type
+ game

    destructible

+ blockPropagation
+ position
#_timeToDie
#_entityState
  _entityState
  _model
# animDeathEnd
# size
+ AEntity()
+ ~AEntity()
+ AEntity()
+ operator=()
+ init()
+ update()
+ postUpdate()
+ draw()
+ drawCollider()
+ getPos()
and 6 more...
      AObject
 + isInFlyBoard
    _soundOfDeath
 + AObject()
 + ~AObject()
 + AObject()
 + operator=()
 + update()
 + draw()
 + setPos()
 + getPos()
 + takeDamage()
 + getBoard()
 + getBoard()
 + init()
      Spawner
+ Spawner()
+ ~Spawner()
+ Spawner()
+ operator=()
+ setTypeEnemy()
+ addTypeEnemy()
+ setFrequency()
+ init()
+ update()
+ postUpdate()
+ draw()
```