AEntity

+ active
+ alive
+ category
+ name
+ type
+ game
+ destructible
+ blockPropagation
+ position
# _timeToDie
# _entityState
# _model
# _animDeathEnd
# size

+ AEntity()
+ ~AEntity()
+ AEntity()
+ operator=()
+ init()
+ update()
+ postUpdate()
+ draw()
+ drawCollider()
+ getPos()
and 6 more...

ACharacter

+ lives
+ speed
+ front
+ movingSize
+ crossableTypes
# _soundOfDeath

+ ACharacter()
+ ~ACharacter()
+ ACharacter()
+ operator=()
+ resetCrossable()
+ update()
+ draw()
+ drawCollider()
+ getBoard()
+ getBoard()
and 8 more...
_getAllBlockableEntity()
_canWalkOnBlock()
_canWalkOnEntity()
_canMoveOnFromTo()
_canMoveOn()
_moveTo()
_moveTo()
_getAllPositions()

AEnemy

+ bombs
+ points
+ strength
# _dir
# _soundAttack
# _fisrtCall
# _moveOnCenter

+ AEnemy()
+ ~AEnemy()
+ AEnemy()
+ operator=()
+ update()
+ postUpdate()
+ draw()
+ animEndCb()
+ takeDamage()
+ getCollision()
# _update()
# _postUpdate()
# _draw()
# _baseEnemyMove()
# _movePatternBasic()
# _followPath()
# _isPlayerVisible()
# _isOn()
# _getPathTo()
# _isBlocked()

EnemyCrispy

+ EnemyCrispy()
+ ~EnemyCrispy()
+ EnemyCrispy()
+ operator=()
+ init()
+ animEndCb()
+ setIdlePos()
# _update()
# _postUpdate()
# _draw()
# _isPlayerClose()
# _updateModel()
# _updateAnimationState()