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

    destructible

    + blockPropagation
    + position
   #_timeToDie
#_en+i+_^
      _entityState
   # _model
   #
      _animDeathEnd
   # size
   + AEntity()
    + ~AEntity()
    + AEntity()
    + operator=()
    + init()
    + update()
    + postUpdate()
    + draw()
+ drawCollider()
    + getPos()
    and 6 more...
              Δ
        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()
_moveTo()
# _getAllPositions()
          AEnemy
  + bombs
  + points
  + strength
 ச _dir
#
    _soundAttack
  # _fisrtCall
    _moveOnCenter
  + AEnemy()
  + ~AEnemy()
  + AEnemy()
  + operator=()
  + update()
  + postUpdate()
  + draw()
  + animEndCb()
  + takeDamage()
  + getCollision()
 # _update()
# _postUpdate()
 # _postUpdate()
# _draw()
# _baseEnemyMove()
# _movePatternBasic()
# _followPath()
# _isPlayer\/;
    _isPlayerVisible()
 # _isPlay
# _isOn()
  # _getPathTo()
    _isBlocked()
              Δ
        EnemyBasic
+ EnemyBasic()
   EnemyBasic()
+ EnemyBasic()
+ operator=()
+ init()
 _update()
  _postUpdate()
#
 _draw()
  _updateModel()
   _updateAnimationState()
```