```
AEntity
    + active
   + alive
   + category
    + name
    + type
    + game
      destructible
    + blockPropagation
    + position
     _timeToDie
   #
       entityState
     _model
   #
       animDeathEnd
   # __c...
# size
   + AEntity()
+ ~AEntity()
   + AEntity()
    + operator=()
    + init()
    + upďate()
    + 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(̈)
   _getAllPositions()
              Δ
           Player
      totalBombs
    + bombs
    + passFire
    + passWall
      detonator
    + passBomb+ bombProgation+ invulnerable
    + activeBonus
    + Player()
+ ~Player()
    + Player()
      operator=()
      init()
    + update()
    + draw() + resetCrossable()
      resetParams()
      takeDamage()
    and 6 more...
```