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

    destructible

    blockPropagation

+ position
# _timeToDie
# _entityState
# _model
# anim
  animDeathEnd
# size
+ AEntity()
+ ~AEntity()
+ AEntity()
+ operator=()
+ init()
+ upďate()
+ postUpdate()
+ draw()
+ drawCollider()
+ getPos()
and 6 more...
      AObject
 + isInFlyBoard
 #_soundOfDeath
 + AObject()
 + ~AObject()
 + AObject()
 + operator=()
 + update()
 + draw()
 + setPos()
 + getPos()
 + takeDamage()
 + getBoard()
 + getBoard()
+ init()
        Wall
   + Wall()
+ ~Wall()
    + Wall()
    + operator=()
    + update()
   + draw()
```