```
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()
# _mo
  _moveTo()
# _getAllPositions()
          Player
      totalBombs
    + bombs
    + passFire
    + passWall
    + detonator
    + passBomb
    + bombProgation
    + invulnerable
    + bonusActifs
    + Player()
    + ~Player()
    + Player()
    + operator=()
    + init()
    + update()
    + draw()
    + resetČrossable()
    + resetParams()
    + takeDamage()
    + takeBonus()
    + rmBonus()
    + addBomb()
    + animEndCb()
```