```
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...
     AObject
 + isInFlyBoard
#_soundOfDeath
 + AObject()
 + ~AObject()
 + AObject()
 + operator=()
 + update()
 + draw()
 + setPos()
 + getPos()
 + takeDamage()
 + getBoard()
 + getBoard()
 + init()
         Λ
        Fire
  + Fire()
  + ~Fire()
  + Fire()
  + operator=()
  + update()
  + postUpdate()
  + draw()
```