```
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...
        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()
          AEnemy
  + bombs
  + points
  + strength
  # _dir
#
    _soundAttack
    _fisrtCall
    _moveOnCenter
  + AEnemy()
  + ~AEnemy()
  + AEnemy()
  + operator=()
  + update()
  + postUpdate()
  + draw()
  + animEndCb()
  + takeDamage()
  + getCollision()
  # _update()
# _postUpdate()
  #_draw()
#_baseEnemyMove()
#_movePatternBasic()
#_followPath()
  #_isPlayerVisible()
#_isOn()
  \# _getPathTo()
    isBlocked()
              Δ
        EnemyFrog
+ EnemyFrog()
+ ~EnemyFrog()
+ EnemyFrog()
+ operator=()
+ init()
  resetCrossable()
# _update()
# _peat
  _postUpdate()
  _draw()
  _findJumpGoal()
#
#
  _jumpCrossable()
   _updateModel()
   updateAnimationState()
```