```
AEntity
active
+ alive
+ category
+ name
+ type
+ game
+ destructible
+ blockPropagation
+ position
#_timeToDie
_entity$
# _model
# ani
  _entityState
  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()
       Crispy
+ Crispy()
   Crispy()
+ ^
+ Crispy()
+ operator=()
+ update()
+ postUpdate()
+ draw()
+ init()
+ generateCrispy()
```