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

    destructible

    blockPropagation

+ position
#_timeToDie
#_entityState
#_model
#_animDeath
  animDeathEnd
# size
+ AEntity()
+ ~AEntity()
+ AEntity()
+ operator=()
+ init()
+ update()
+ postUpdate()
+ draw()
+ drawCollider()
+ getPos()
and 6 more...
         Λ
      AObject
 + isInFlyBoard
 #_soundOfDeath
 + AObject()
 + ~AObject()
 + AObject()
 + operator=()
 + update()
 + draw()
 + setPos()
 + getPos()
 + takeDamage()
 + getBoard()
 + getBoard()
 + init()
       Bonus
+ bonus
+ description
+ bonusTextures
+ Bonus()
+ ~Bonus()
+ Bonus()
+ operator=()
+ init()
+ update()
+ postUpdate()
+ draw()
+ getDescription()
```

+ generateBonus()