```
AEntity
+ active
+ alive
+ category
+ name
+ type
+ game
+ destructible
+ blockPropagation
#_timeToDie
#_entityState
#_model
#_ani
+ position
  _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()
        Fire
  + Fire()
      Fire()
  + Fire()
  + operator=()
  + init()
  + update()
  + postUpdate()
  + draw()
```