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()

Spawner

+ Spawner()
+ ~Spawner()
+ Spawner()
+ operator=()
+ setTypeEnemy()
+ addTypeEnemy()
+ setFrequency()
+ update()
+ postUpdate()
+ draw()