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()

Player

+ totalBombs
+ bombs
+ passFire
+ passWall
+ detonator
+ passBomb
+ bombProgation
+ invulnerable
+ activeBonus

+ Player()
+ ~Player()
+ Player()
+ operator=()
+ init()
+ update()
+ draw()
+ resetCrossable()
+ resetParams()
+ takeDamage()
+ takeBonus()
+ rmBonus()
+ addBomb()
+ animEndCb()