```
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()
       Bomb
+ Bomb()
+ ~Bomb()
+ Bomb()
+ operator=()
+ setPropagation()
+ init()
+ update()
+ postUpdate()
+ explode()
+ draw()
+ takeDamage()
```