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

    destructible

+ blockPropagation
+ position
# _timeToDie
# _entityState
....ty9
# _model
# _ani-
  _animDeathEnd
# size
+ AEntity()
+ ~AEntity()
+ AEntity()
+ operator=()
+ init()
+ upďate()
+ postUpdate()
+ draw()
+ drawCollider()
+ getPos()
and 6 more...
      AObject
 + isInFlyBoard
#_soundOfDeath
+ AObject()
 + ~AObject()
 + AObject()
 + operator=()
 + update()
 + draw()
 + setPos()
 + getPos()
 + takeDamage()
 + getBoard()
 + getBoard()
 + init()
       Bonus
+ bonus

    description

+ Bonus()
+ ~Bonus()
+ Bonus()
+ operator=()
+ update()
+ postUpdate()
+ draw()
+ getDescription()
```

+ generateBonus()