```
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()
        Fire
  + Fire()
    ~Fire()
  + Fire()
  + operator=()
  + init()
  + update()
  + postUpdate()
  + draw()
```