```
AEntity
   + active
   + alive
   + category
   + name
   + type
   + game
   + destructible
   + blockPropagation
   + position
   #_timeToDie
#_en+:-
     _entityState
   # _model
   #
      _animDeathEnd
   # size
   + AEntity()
   + ~AEntity()
   + AEntity()
   + operator=()
   + init()
   + update()
   + postUpdate()
   + draw()
+ drawCollider()
   + getPos()
   and 6 more...
            Δ
       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()
         AEnemy
 + bombs
 + points
 + strength
 # _dir
#
   _soundAttack
 #_fisrtCall
    _moveOnCenter
 + AEnemy()
 + ~AEnemy()
 + AEnemy()
 + operator=()
 + update()
 + postUpdate()
 + draw()
 + animEndCb()
  + takeDamage()
 + getCollision()
 #
 # _update()
# _postUpdate()
 _
_isPlayerVisible()
 # _isOn()
 # _getPathTo()
    _isBlocked()
            Δ
       EnemyFrog
+ EnemyFrog()
+ ~EnemyFrog()
+ EnemyFrog()
+ operator=()
+ init()
resetCrossable()
 _update()
 _postUpdate()
 _draw()
 _findJumpGoal()
#
 _jumpCrossable()
#
   _updateModel()
 _updateAnimationState()
```