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

    blockPropagation

+ position
# _timeToDie
# _entityState
# _model
# ar:
  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()
        Wall
   + Wall()
   + ~Wall()
   + Wall()
   + operator=()
   + update()
   + draw()
```