```
sf::Sprite
     Entity
# name
# type
# behaviour ptr
+ Entity()
+ Entity()
+ Entity()
+ operator=()
+ operator=()
+ ~Entity()
+ update()
+ kill()
+ get_name()
+ get_type()
     Drop
 + Drop()
 + Drop()
 + Drop()
 + operator=()
 + operator=()
 + ~Drop()
 + update()
 + kill()
```