```
sf::Sprite
         Entity
    # name
    # type
    # behaviour ptr
    + Entity()
    + Entity()
    + Entity()
    + operator=()
    + operator=()
    + ~Entity()
    + update()
    + kill()
    + get_name()
    + get type()
         Player
+ time since last shot
+ Player()
+ Player()
+ Player()
+ operator=()
+ operator=()
+ ~Player()
+ update()
+ kill()
```