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