```
BBM::Vector3< float >
   + x
   + y
   + z
   + Vector3()
   + Vector3()
   + ~Vector3()
   + operator==()
   + operator!=()
   + operator+=()
   + operator+()
   + operator-=()
   + operator-()
   + operator*=()
   and 18 more...
   + min()
   + \max()
               +position
BBM::ParserYAML::PlayerInfos
+ name
+ maxBombCount
+ explosionRange
```

+ speed + asset