matrixObject # int location # bool isAlive # bool canMove # int hitsLeft # objectType oType + matrixObject() + matrixObject(int row, int col, objectType objectType) + virtual ~matrixObject() + const int * getLocation() const + void setLocation(int row, int col) + bool getIsAlive() const + bool getCanMove() const + void takeAHit() + objectType getType() const unmovingObject + unmovingObject(int row, int col, objectType oType) + ~unmovingObject() mine + mine(int x, int y, objectType oType) + ~mine() override