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()