

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