

# Soldier

## Variables

const int id  
const int maxHealth  
const int damage  
int health

## Functions

Soldier (int id, health, maxHealth, damage)  
get id/health/maxHealth/damage  
base active (vector<Soldier\*> base, pair location)  
full active (vector<Soldier\*> base, pair location)  
hurt (damage)  
heal()

Paramedic

Paramedic  
Commander

FootSoldier

FootCommander

Sniper

SniperCommander