Damage
- # float damage
- + virtual float GetDamage() const
- + Damage()
- + Damage(float damage)

FieldObject
- # int speed
- # int teamColor
- # bool isMoving
- # Vector2Int position
- # Vector2Int direction
- # Vector2Int previousPosition
- # std::shared_ptr< std::vector< std::vector< bool > > > cave
- + int Speed() const
- + int TeamColor() const
- + bool IsMoving() const
- + virtual bool RemoveOnCollision() const
- + virtual Vector2Int NextDirection()=0
- + virtual unsigned char DisplayChar() const =0
- + Vector2Int Position() const
- + Vector2Int Direction() const
- + Vector2Int NextPosition(Vector2Int dir) const
- + Vector2Int PreviousPosition() const
- and 7 more...
- # FieldObject(int teamColor, int speed, Vector2Int position, Vector2Int direction)

Food
- + Food(int healAmount)
- + int Color() const override
- + unsigned char DisplayChar() const override
- + void Effect(std::shared_ptr< Player > player) const override

Projectile
- + Projectile(int teamColor, int speed, float damage, Vector2Int position, Vector2Int direction)
- + Vector2Int NextDirection() override
- + unsigned char DisplayChar() const override
- + bool RemoveOnCollision() const override

Soldier
- + Soldier(int teamColor, int speed, float startingHealth, Vector2Int position, Vector2Int direction)
- + Vector2Int NextDirection() override
- + unsigned char DisplayChar() const override

Enemy
- + Enemy(int teamColor, int speed, float startingHealth, Vector2Int position, Vector2Int direction, std::shared_ptr< FieldObject > targetObject)
- + Vector2Int NextDirection() override

Player
- + Player(int teamColor, int speed, float startingHealth, Vector2Int position, Vector2Int direction)