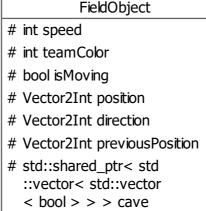
Life # float startingHealth # float currentHealth Damage + virtual float Health # float damage () const + virtual float GetDamage + virtual void ChangeHealth () const (float amount) + Damage() + virtual bool IsDead + Damage(float damage) () const + Life() + Life(float startingHealth)



- + 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)

Projectile + Projectile(int teamColor, int speed, float damage, Vector2Int position, Vector2Int direction) + Vector2Int NextDirection () override

- + unsigned char DisplayChar
 () const override
- + bool RemoveOnCollision
 () const override