float startingHealth

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

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)

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)