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) 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) 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