Score

int score

+ Score()
+ Score(int startingScore)
+ int GetScore() const
+ void ChangeScore(int amount)

Player

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

Treasure

+ Treasure(int score)
+ int Color() const override
+ unsigned char DisplayChar() const override
+ void Effect(std::shared_ptr< Player > player) const override