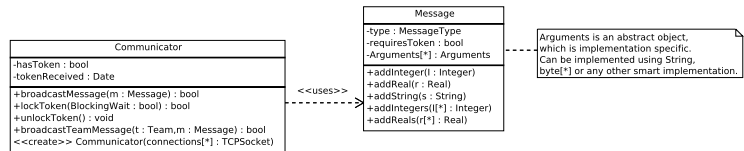
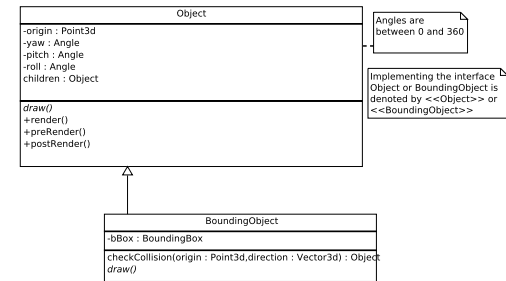


Percentage/Power/Time/Duration is an object, which is implementation specific, time could be implemented using reals or integers

Walk() is a method, which triggers the player to walk in the direction specified by the angle.

The ownedBuildings relation from Player to Building is a one to one relation.



Arguments is an abstract object, which is implementation specific. Can be implemented using String, byte[] or any other smart implementation.