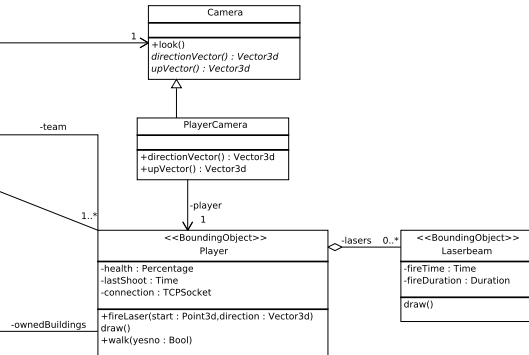


Percentage/Power/Time/Duration is an object, which is implementation specific, time could be implemented using reals or integers



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.