

```

    {TObjectOnMap
|- int X_
- int Y_
|+ TObjectOnMap(int x,
int y)
+ TObjectOnMap(const
TObjectOnMap &other)
+ virtual ~TObjectOnMap
()=default
+ TObjectOnMap & operator
=(const TObjectOnMap &other)
+ bool operator==(const
TObjectOnMap &other)
const
+ void SetX(int x)
+ void SetY(int y)
+ int GetX() const
+ int GetY() const
+ int DistTo(const TObject
OnMap &other) const
    }

```



```

    {TBase
|- int BaseType_
|+ TBase(int x, int y,
int baseType)
+ TBase(const TBase
&other)
+ TBase & operator=(const
TBase &other)
+ bool operator==(const
TBase &other) const
+ void SetBaseType(int
baseType)
+ int GetBaseType() const
    }

```



```

    {TPirateBase
|- TSpawnDescriptor Spawner_
|+ TPirateBase(int x,
int y, int baseType,
const TSpawnDescriptor
&spawner)
+ TPirateBase(const
TPirateBase &other)
+ TPirateBase & operator
=(const TPirateBase &other)
+ bool operator==(const
TPirateBase &other) const
+ void SetSpawnDescriptor
(const TSpawnDescriptor &x)
+ void SetXYInSpawn()
+ TSpawnDescriptor &
GetSpawnDescriptor()
    }

```