

Harvester TankAurora + State m\_currentState + TankAurora() + ~Harvester() + ~TankAurora() + void update(sf::Time t\_deltaTime, std::vector< Unit \* > &m\_allyUnits) override + void update(sf::Time t\_deltaTime, std::vector< Unit \* > &m\_allUnits) override + void render(sf::RenderWindow &m\_window) override + void setBuildings(const std::vector< Building \* > &m\_buildings) + UnitType getUnitType() const override + UnitType getUnitType() const override

+ Firehawk() + ~Firehawk()

+ void update(sf::Time t\_deltaTime, std::vector< Unit \* > &m\_allyUnits) override + UnitType getUnitType() const override

Firehawk

+ AircraftUnit()

+ ~AircraftUnit()

+ ~HammerHead() + void update(sf::Time t\_deltaTime, std::vector< Unit \* > &m\_allyUnits) override

HammerHead

AircraftUnit

+ void render(sf::RenderWindow &m\_window) override

+ UnitType getUnitType() const override

+ void render(sf::RenderWindow &m window) override

+ void initSquad() + UnitType getUnitType() const override

+ ~RiflemanSquad()

+ void update(sf::Time t\_deltaTime, std::vector< Unit \* > &m\_allyUnits) override + void render(sf::RenderWindow &m\_window) override

+ void update(sf::Time t\_deltaTime, std::vector< Unit \* > &m\_allyUnits) override + UnitType getUnitType() const override

Buggy

+ void render(sf::RenderWindow &m\_window) override

+ VehicleUnit()

+ virtual ~VehicleUnit()

VehicleUnit

+ void update(sf::Time t\_deltaTime, std::vector< Unit \* > &m\_allyUnits) override