



VehicleUnit

+ VehicleUnit()

+ virtual ~VehicleUnit()

+ void update(sf::Time t_deltaTime, std::vector< Unit * > &m_allyUnits) override

+ void render(sf::RenderWindow &m_window) override

Harvester

+ State m_currentState

+ Harvester()

+ ~Harvester()

+ void update(sf::Time t_deltaTime, std::vector< Unit * > &m_allyUnits) override

+ void setBuildings(const std::vector< Building * > &m_buildings)

+ UnitType getUnitType() const override

