```
┌─────────────────────────────────────┐
│          TheTraitor::Action         │
├─────────────────────────────────────┤
│                                     │
├─────────────────────────────────────┤
│ + virtual ~Action()=default         │
│ + void execute(Player               │
│   &player, Player &target)          │
│   const                             │
│ + virtual std::string               │
│   getLogMessage(const               │
│   Player &player, const             │
│   Player &target) const =0          │
│ + int getEffectToPlayer             │
│   () const                          │
│ + int getEffectToTarget             │
│   () const                          │
│ + CountryStatType getEffected       │
│   StatType() const                  │
│ # Action(int effectPlayer,          │
│   int effectTarget, CountryStat     │
│   Type type)                        │
└─────────────────────────────────────┘
                   △
                   │
┌─────────────────────────────────────┐
│       TheTraitor::SecretAction      │
├─────────────────────────────────────┤
│                                     │
├─────────────────────────────────────┤
│ + virtual ~SecretAction             │
│   ()=default                        │
│ # SecretAction(int effect           │
│   Player, int effectTarget,         │
│   CountryStatType type)             │
└─────────────────────────────────────┘
          △        △        △
          │        │        │
```

TheTraitor::DestroySchool	TheTraitor::SabotageFactory	TheTraitor::SpreadPlague
+ DestroySchool()	+ SabotageFactory()	+ SpreadPlague()
+ std::string getLogMessage (const Player &player, const Player &target) const override	+ std::string getLogMessage (const Player &player, const Player &target) const override	+ std::string getLogMessage (const Player &player, const Player &target) const override