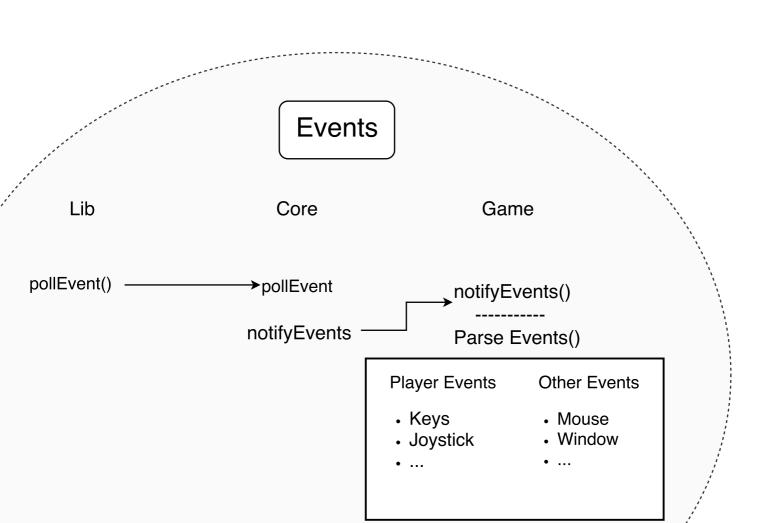


## Teams: Enum

NO\_TEAM = -1 T\_PLAYER T\_ENEMY NB\_TEAM



+ move(): void + do(): void

