Unit	allMoves		Cama
_hasMoved: boolean false	allivioves	0*	Game _allUnits:[]
setMove clearMove			_allAreas:[] _allMoves: [] _allAttacks:[] _addMove
			constructor(-, -, -) clearMoves()
Move	<u> </u>	0*	
_turn	_		
constructor(-, -, -, -)			
	_		
			Clock