Shelter

- m_shelterID
- m_shelterHumanCounter
- m_doorState
- m_lightState

+ Shelter()
+ ShelterEnter()
+ ShelterExit()
+ ShelterDoorStateChange()
+ SetShelterID()
+ GetShelterID()
+ GetShelterHuman()
+ IsDoorOpen()
+ IsLightOn()