```
ghost::Random
        - rng
        - numbers
        + Random()
        + Random()
        + operator=()
        + getRandNum()
                 #random
     ghost::Domain< Unit >
     # size
     # domains
     # initialDomain
     + Domain()
     + Domain()
     + restart()
     + wipe()
     + rebuild()
     + randomValue()
     + valuesOf()
     + resetDomain()
     + resetAllDomains()
     + getSize()
     + add()
     + clear()
     # v_restart()
     # v_wipe()
     # v_rebuild()
 ghost::TargetSelectionDomain

    enemies

 + TargetSelectionDomain()
 + getEnemiesInRange()
 + getEnemyData()
 v_restart()
                 #domain
ghost::Constraint<
 Unit, TargetSelectionDomain >
# variables
+ Constraint()
+ cost()
+ simulateCost()
+ simulateCost()
# v_cost()
# v_simulateCost()
ghost::TargetSelectionConstraint
 TargetSelectionConstraint()
v_cost()
v simulateCost()
```