ghost::Random

- rd
- 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()