```
ghost::Domain< Unit >
   # size
   # domains
   # initialDomain
   # random
   + Domain()
   + Domain()
   + restart()
   + wipe()
   + rebuild()
   + randomValue()
   + valuesOf()
   + resetDomain()
   + resetAllDomains()
   + aetSize()
   + add()
   + clear()
   # v restart()
   # v wipe()
   # v rebuild()
ghost::TargetSelectionDomain

    enemies
```

+ TargetSelectionDomain() + getEnemiesInRange() + getEnemyData() - v restart()