```
ghost::ActionData
  + secondsRequired

    + costMineral

  + costGas
  + costSupply
  + actionType
  + dependencies
  + creator
   + race
   + name
  + ActionData()
  + ActionData()
  + ActionData()
  + operator=()
  + decreaseSeconds()

    swap()

              +action
ghost::BuildOrderObjective
       ::ActionPrep
+ waitTime
+ id
+ ActionPrep()
```