Unit {abstract} health : int movementspeed : float attackrange : float UpdateTarget() Attack() abstract AttackAnimation() Die() abstract DieAnimation() TakeDamage() DropLoot() Ship Fortress SeaMonster cannons : int cannons: int tentacles: int canRam : bool override AttackAnimation() override AttackAnimation() override AttackAnimation() override DieAnimation() override DieAnimation() override DieAnimation() SpawnShip() GrabUnit() RecoverTreasure()