IObject
100,000
+ spawn() + destroy() + ~IObject()
Ť
Object
+ spawn() + destroy() + ~Object()
T T
Unit
+ HP + MP + DMG + AS + MS
+ ~Unit()
<u> </u>
Hero
+ ~Hero()
Ā
Horde
+ ~Horde()
<u> </u>
TaurenChieftain
+ ~TaurenChieftain()