```
               IObject

        + spawn()
        + destroy()
        + ~IObject()
                 △
                 │
               Object

        + spawn()
        + destroy()
        + ~Object()
                 △
                 │
                Unit

        + HP
        + MP
        + DMG
        + AS
        + MS
        + ~Unit()
                 △
                 │
                Hero

        + ~Hero()
                 △
                 │
               Human

        + ~Human()
                 △
                 │
             Archmage

        + ~Archmage()
```