```
IObject
─────────────
+ spawn()
+ destroy()
+ ~IObject()
```

```
Object
─────────────
+ spawn()
+ destroy()
+ ~Object()
```

```
Unit
─────────────
+ HP
+ MP
+ DMG
+ AS
+ MS
─────────────
+ ~Unit()
```

```
Hero
─────────────
+ ~Hero()
```

```
Horde
─────────────
+ ~Horde()
```

```
Blademaster
─────────────
+ ~Blademaster()
```