## Coordinates

+ x
+ y

+ Coordinates()
+ Coordinates()
+ Coordinates()
+ operator==()
+ operator!=()
+ distance_manh()
+ distance_manh()

## GameFacadeInterface

+ execute()
+ execute()
+ get_current_player_id()
+ get_current_player()
+ get_width()
+ get_height()
+ get_players()
+ is_running()
+ tile_at()
+ get_reachable()
+ unit_can_move()
+ is_owned_by()
+ get_info()
+ set_logger()
+ set_log_formatter()

## TileInterface

+ ~TileInterface()
+ create_copy()
+ get_unit()
+ set_unit()
+ get_neutral()
+ set_neutral()
+ get_coors()
+ set_coors()
+ get_type()
+ get_can_walk()
+ get_can_build()
+ get_max_dist()
+ can_place()
+ get_info()

## Positioner

+ Positioner()
+ resize()
+ reset()
+ rect_for_text()
+ rect_with_size()
+ center_of_rect()

#selected_coors    #game    #selected_tile    #positioner

## Renderer

# screen_width
# screen_height
# escape_handled
# should_close
# current_scene
# previous_scene
# game_initialised
# show_info
# show_help
# mouse_hover_handled
# mouse_click_handled
# available_units
# available_units_idx
# camera
# camera_min_pos
# camera_max_pos
# selected
# selected_reachable
# content_rect

+ Renderer()
+ ~Renderer()
+ running()
+ init_new_game()
+ close()
+ render()
+ render_field()
+ render_tile()
+ render_neutral()
+ render_unit()
+ render_base()
+ render_reachable()
+ render_unit_creation()
+ render_menu()
+ render_pause()
+ render_newgame()
+ highlight_tile()
+ overlay_tile()
+ show_reachable()
+ handle_key_presses()
+ handle_mouse_presses()
+ set_selected()
+ draw_help()
+ draw_game_info()
+ draw_tile_info()
+ draw_text_rect()
+ camera_init()
+ camera_update()
+ camera_fit()
+ camera_zoom()
+ camera_focus_at()
+ contains_point()
+ get_real_pos()
+ get_pos_at()
+ get_pos_center_at()
+ get_pos_center_at_pos()
+ coors_at()
+ color_of()