

## UnitInterface

- + ~UnitInterface()
- + create\_copy()
- + heal()
- + damage()
- + increase\_strength()
- + increase\_dexterity()
- + get\_info()
- + get\_name()
- + get\_type()
- + reset\_status()
- + get\_owner()
- + set\_owner()
- + get\_owner\_id()
- + set\_owner\_id()
- + get\_health()
- + get\_moved()
- + set\_moved()
- + set\_attacked()
- + get\_attacked()
- + get\_dexterity()
- + get\_strength()
- + get\_range()
- + create\_unit\_factory()
- + notify\_about\_death()