## UnitInterface + ~UnitInterface() + create\_copy() TileInterface + heal() + damage() + increase strength() Coordinates + increase dexterity() + ~TileInterface() + get info() NeutralInterface + create copy() + x + get unit() + get name() + y + set unit() + get type() + get neutral() + reset status() + Coordinates() + ~NeutralInterface() + get owner() + Coordinates() + set neutral() + create copy() + get coors() + set owner() + Coordinates() + get info() + get\_owner id() + set coors() + operator==() + apply to unit() + set owner id() + operator!=() + get type() + apply to player() + distance manh() + get can walk() + get health() + get can build() + get\_moved() + distance manh() + get max dist() + set moved() + can place() + set attacked() + get info() + get attacked() + get dexterity() + get strength() + get\_range() + create unit factory() + notify about death() #unit #neutral #coors Tile # type # can walk # can build # max dist + create copy() + ~Tile() + get type() + get can walk() + get\_can build() + get max dist() + get\_unit() + set unit() + get neutral() + set neutral() + get coors() + set coors() + can place() + get info()