UnitInterface + ~UnitInterface() TileInterface + create copy() + heal() + damage() + increase strength() + ~TileInterface() Coordinates + increase dexterity() NeutralInterface + create copy() + get info() + x + get unit() + get_name() + y + set unit() + reset status() + get neutral() + ~NeutralInterface() + Coordinates() + get owner() + set neutral() + set owner() + create copy() + Coordinates() + get coors() + get owner id() + get info() + operator==() + set coors() + apply_to unit() + operator!=() + set owner id() + get type() + apply to player() + distance manh() + get health() + get can walk() + distance manh() + get_moved() + get can build() + set moved() + get max dist() + set attacked() + can place() + get attacked() + get info() + 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()