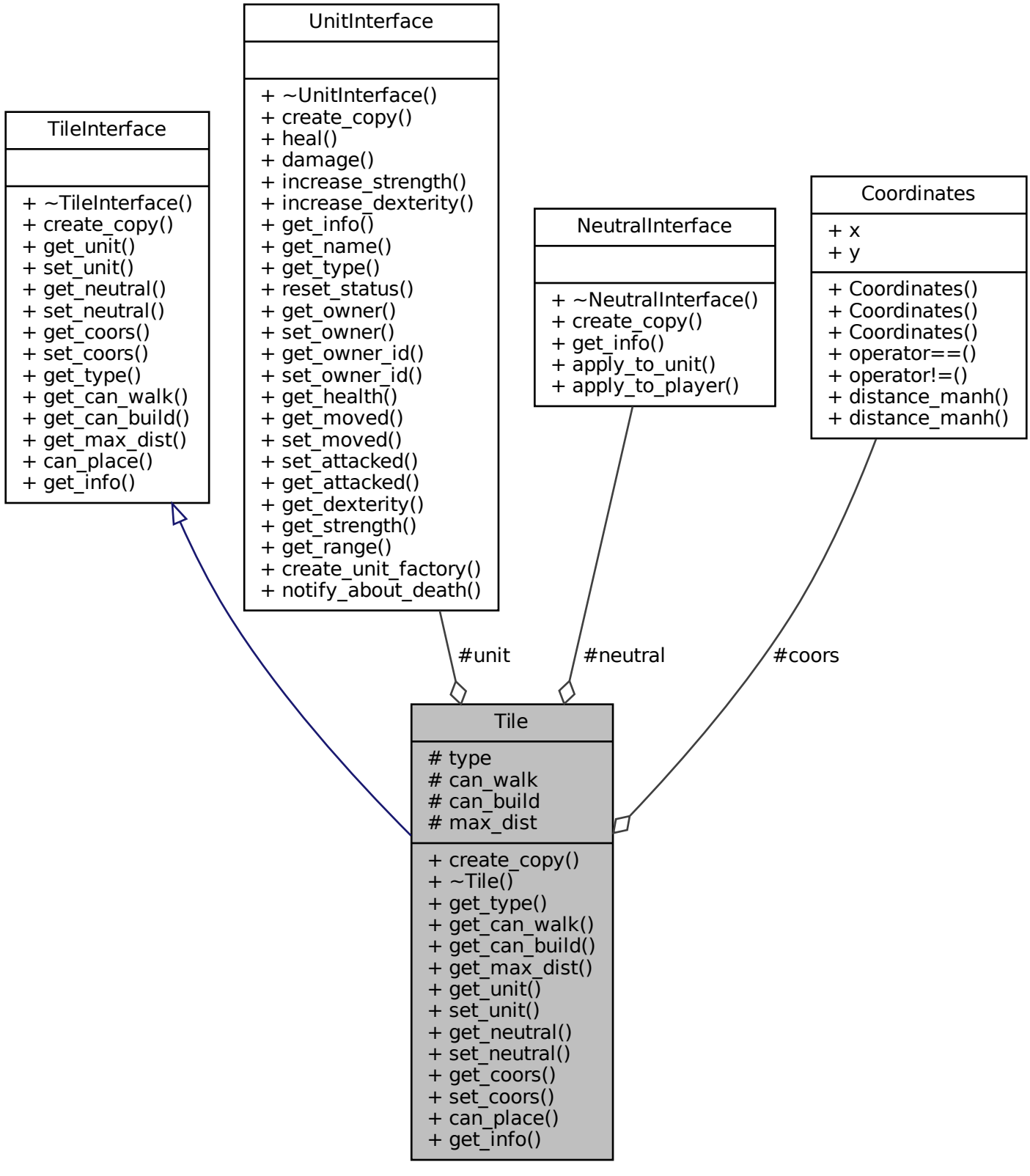
TileInterface
+ ~TileInterface()
+ create_copy()
+ get_unit()
+ set_unit()
+ get_neutral()
+ set_neutral()
+ get_coors()
+ set_coors()
+ get_type()
+ get_can_walk()
+ get_can_build()
+ get_max_dist()
+ can_place()
+ get_info()
UnitInterface
+ ~UnitInterface()
+ create_copy()
+ heal()
+ damage()
+ increase_strength()
+ 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()
NeutralInterface
+ ~NeutralInterface()
+ create_copy()
+ get_info()
+ apply_to_unit()
+ apply_to_player()
Coordinates
+ x
+ y
+ Coordinates()
+ Coordinates()
+ Coordinates()
+ operator==()
+ operator!=()
+ distance_manh()
+ distance_manh()
#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()