

| Coordinates |
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| + x + y |
| + Coordinates() + Coordinates() + Coordinates() + operator==() + operator!=() + distance_manh() + distance_manh() |

| GameFacadeInterface |
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| |
| + 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 |
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| |
| + ~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 |
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| |
| + Positioner() + resize() + reset() + rect_for_text() + rect_with_size() + center_of_rect() |

#selected_coors

#game

#selected_tile

#positioner

| Renderer |
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| # 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() |