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GameFacadeInterface
+ 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()
 GameFacade < Rule >
+ execute()
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+ get current player id()
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+ aet width()
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+ get_reachable()
+ unit can move()
+ is owned bv()
+ get info()
+ set logger()
+ set log formatter()
+ instance()
```