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()

Tile

unit
neutral
coors
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()

Base

+ owner_id
+ health_max
+ health

+ Base()
+ create_copy()
+ damage()
+ get_info()