Unit
- maxHP
- hP
- type
- name
- pos
- nextPos
+ Unit()
+ operator-()
+ updateMovements()
+ getPos()
+ getType()
+ toString()

Robot
defenseSpeciale
+ Robot()
+ ~Robot()
# setDefenseSpeciale()
# getDefenseSpeciale()
# Defense()
- initAttributes()

CyborgMechant
+ CyborgMechant()
+ ~CyborgMechant()