```
Unit
 - maxHP
 - hP
- type

    name

 - pos

    nextPos

+ Unit()
+ operator-()
+ updateMovements()
+ getPos()
+ getType()
+ toString()
         Robot
# defenseSpeciale
+ Robot()
+ ~Robot()
# setDefenseSpeciale()
# getDefenseSpeciale()
# Defense()
- initAttributes()
      IAMechant
    + IAMechant()
    + ~IAMechant()
```