```
Unit
 - maxHP
 - hP

    type

 - name
 - pos
 - nextPos
+ Unit()
+ operator-()
+ updateMovements()
+ getPos()
+ getType()
+ toString()
         Robot
# defenseSpeciale
+ Robot()
+ ~Robot()
# setDefenseSpeciale()
# getDefenseSpeciale()
# Defense()
```

- initAttributes()