```
std::enable_shared_from_this< Entity >
                                         Entity
+ virtual std::shared_ptr< Entity > clone() const =0
+ virtual Point getCoords() const =0
+ virtual void setCoords(Point)=0
+ virtual void setTerrain(Terrain *)=0
+ virtual int getPriority() const =0
```

+ virtual void act()=0 + virtual void receiveDamage(double)=0 + virtual std::vector< std::pair< void(\*)(Entity \*), const char \* > > getMenu() const =0

+ virtual void killMySelf()=0 + virtual const std::string & getPictureFileName() const =0

+ const std::string & getPictureFileName() const override

# void set(const std::string &name, const std::string &value) override

+ virtual void set(const std::string &field\_name, const std::string &value)=0

+ virtual std::vector< std::pair< std::string, std::string > > serialize() const =0

+ virtual ~Entity()=default

+ virtual bool isAlive() const =0

```
Obstacle
# Terrain * terrain
# Point coords
# double max hp
# double cur hp
# int priority
# std::shared_ptr< Entity > captured_
# Point target coords
# std::string picture_filename_
# static constexpr auto properties_
+ Obstacle()=default
+ virtual ~Obstacle()=default
+ Obstacle(const Obstacle &)=default
+ std::shared_ptr< Entity > clone() const override
+ void setTerrain(Terrain *terrain)
+ void setCoords(Point where) override
+ void setCaptured(std::shared_ptr< Entity > captured)
+ void setTargetCoords(Point target_coords)
+ void receiveDamage(double) override
+ double getMaxHp() const
+ std::vector< std::pair< void(*)(Entity *), const char * > > getMenu() const override
+ void act() override
+ bool isAlive() const override
+ int getPriority() const override
+ Point getCoords() const override
+ double getCurHp() const
+ void killMySelf() override
+ std::vector< std::pair< std::string, std::string > > serialize() const override
```

## GeneralSquad # double damage\_ # double velocity\_ # int quantity # double xp\_for\_destroying\_ # double attack\_range\_ # bool moving # bool attacking # std::shared ptr< Summoner > summoner # static constexpr auto properties + GeneralSquad()=default + virtual ~GeneralSquad()=default + GeneralSquad(const GeneralSquad &)=default + std::shared\_ptr< Entity > clone() const + void setSummoner(std::shared\_ptr< Summoner > summoner) + void tryToMove() + void tryToAttack() + std::vector< std::pair< void(\*)(Entity \*), const char \* > > getMenu() const override + void act() override + virtual void update() + virtual void move() + virtual void attack() + virtual void giveDamage() + std::vector< std::pair< std::string, std::string > > serialize() const override # void set(const std::string &name, const std::string &value) override

```
MoralSquad
# double morality
# double stabilization speed
# static constexpr auto properties_
+ MoralSquad()=default
+ virtual ~MoralSquad()=default
+ MoralSquad(const MoralSquad &)=default
+ std::shared_ptr< Entity > clone() const
+ std::vector< std::pair< void(*)(Entity *), const char * > > getMenu() const override
+ void stabilizeMorality()
+ void act() override
+ void update() override
+ void attack() override
+ void giveDamage() override
+ std::vector< std::pair< std::string, std::string > > serialize() const override
# void set(const std::string &name, const std::string &value) override
```

## MoralHealingSquad

- # static constexpr auto properties\_

- + MoralHealingSquad()=default + virtual ~MoralHealingSquad()=default

+ MoralHealingSquad(const MoralHealingSquad &)=default

- + std::shared\_ptr< Entity > clone() const
- + std::vector< std::pair< void(\*)(Entity \*), const char \* > > getMenu() const override + void act() override
- + void heal() override + void update() override
- + std::vector< std::pair< std::string, std::string > > serialize() const override

# void set(const std::string &name, const std::string &value) override