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 bool isAlive() 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
+ 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

Terrain

+ Terrain(const std::string &academy_cfg, const std::string &map_cfg)
+ void addSquad(const std::string &, const std::string &, Point)
+ void live()
+ std::shared_ptr< Summoner > getSummonerFirst()
+ std::shared_ptr< Summoner > getSummonerSecond()
+ const Academy & getAcademy() const
+ Map & getMap()

Point

+ double x
+ double y

+ operator std::string() const
+ static Point withIntCfs(const Point &p)
+ static double distance(const Point &p1, const Point &p2)
+ static Point normalized(const Point &p)

#terrain_

#coords_
#target_coords_

Obstacle

double max_hp_
double cur_hp_
int priority_
std::shared_ptr< Entity > captured_
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
+ const std::string & getPictureFileName() const override
# void set(const std::string &name, const std::string &value) override

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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