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()