```
Entity
+ virtual Type getId() const =0
+ virtual Point getCoords() const =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 std::vector< std::pair< std::string, std::string > > serialize() const =0
+ virtual ~Entity()=default
                                       Obstacle
# Type id
# Terrain * terrain
# Point coords
# double max hp
# double cur_hp_
# int priority
# std::shared_ptr< Entity > captured_
# Point target_coords_
+ Obstacle(Terrain *, Point coords, Type=Obstacle )
+ virtual ~Obstacle()=default
+ void setCaptured(std::shared_ptr< Entity > captured)
+ void setTargetCoords(Point target coords)
+ void setDefaults()
+ void receiveDamage(double) override
+ std::vector< std::pair< void(*)(Entity *), const char * > getMenu() const override
+ void act() override
+ bool isAlive() const override
+ int getPriority() const override
+ Type getId() 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_
+ GeneralSquad(Terrain *, Point coords, Type=General_)
+ virtual ~GeneralSquad()=default
+ 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
                                     MoralSquad
# double morality
# double stabilization_speed_
+ MoralSquad(Terrain *, Point coords, Type=Moral_)
+ virtual ~MoralSquad()=default
+ 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
```

MoralHealingSquad

- + MoralHealingSquad(Terrain *, Point coords, Type=MoralHealing_)
- + virtual ~MoralHealingSquad()=default
- + 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