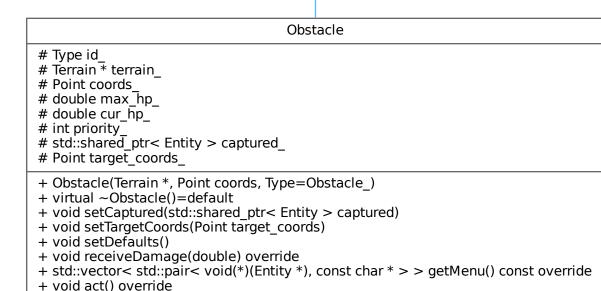## Entity

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+ 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

Summoner

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double summon_range_
double max_energy_
double cur_energy_
double xp_
double energy_regen_speed_
bool accumulating_
bool summoning_
bool upgrading_
Type summoned_id_

+ Summoner(Terrain *terrain, Point coords, Type=Summoner_)
+ ~Summoner()=default
+ void tryToAccumulate()
+ void tryToSummon()
+ void tryToUpgrade()
+ void setSummonedId(Type id)
+ Terrain * getTerrain() const
+ std::vector< std::pair< void(*)(Entity *), const char * > > getMenu() const override
+ std::vector< std::pair< std::string, std::string > > serialize() const override
+ void summon()
+ void accumulateEnergy()
+ void upgradeSchool()
+ void act() override