

## # static constexpr auto properties\_

- + 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

# double damage

# double velocity\_

# bool moving

# bool attacking

+ void tryToMove()

+ void tryToAttack()

+ void act() override + virtual void update()

+ virtual void move() + virtual void attack()

GeneralHealingSquad

+ GeneralHealingSquad()=default + virtual ~GeneralHealingSquad()=default + GeneralHealingSquad(const GeneralHealingSquad &)=default

+ std::vector< std::pair< std::string, std::string > > serialize() const override

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

# double healing speed

# static constexpr auto properties

+ std::shared\_ptr< Entity > clone() const

# bool healing\_

+ void tryToHeal()

+ virtual void heal()

+ void act() override

+ void update() override

+ virtual void giveDamage()

# int quantity\_
# double xp\_for\_destroying\_

# double attack\_range\_

+ GeneralSquad()=default

- + 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