```
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
                                                                                     Obstacle
                                              # Terrain * terrain
                                              # Point coords_
                                              # double max_hp_
                                              # double cur_hp_
                                              # int priority
                                              # std::shared_ptr< Entity > captured_
                                              # Point target coords
                                              # 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
                                                                                  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
                                                                                                                                  MoralSquad
                                GeneralHealingSquad
                                                                                             # double morality
                                                                                             # double stabilization speed
                                                                                             # static constexpr auto properties
# static constexpr auto properties
                                                                                             + MoralSquad()=default
+ virtual ~MoralSquad()=default
+ GeneralHealingSquad()=default
+ virtual ~GeneralHealingSquad()=default
                                                                                             + MoralSquad(const MoralSquad &)=default
+ GeneralHealingSquad(const GeneralHealingSquad &)=default
                                                                                             + std::shared ptr< Entity > clone() const
+ std::shared ptr< Entity > clone() const
                                                                                             + std::vector< std::pair< void(*)(Entity *), const char * > > getMenu() const override
                                                                                             + void stabilizeMorality()
+ std::vector< std::pair< void(*)(Entity *), const char * > > getMenu() const override
                                                                                             + void act() override
                                                                                             + void update() override
                                                                                             + void attack() override
                                                                                             + void giveDamage() override
+ std::vector< std::pair< std::string, std::string > > serialize() const override
                                                                                             + std::vector< std::pair< std::string, std::string > > serialize() const override
# void set(const std::string &name, const std::string &value) override
                                                                                             # void set(const std::string &name, const std::string &value) override
                                                                               MoralHealingSquad
                                              # static constexpr auto properties_
                                              + MoralHealingSquad()=default
                                              + virtual ~MoralHealingSquad()=default
                                              + MoralHealingSquad(const 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
                                              + 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
```

# double healing\_speed\_

# bool healing

+ void tryToHeal()

+ virtual void heal()

+ void act() override

+ void update() override

std::enable\_shared\_from\_this< Entity >