

GeneralHealingSquad

double healing_speed_

bool healing

- + GeneralHealingSquad(Terrain *, Point coords, Type=GeneralHealing)
- + virtual ~GeneralHealingSquad()=default + void tryToHeal()
- + std::vector< std::pair< void(*)(Entity *), const char * > > getMenu() const override
- + virtual void heal()
- + void act() override
- + void update() 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

double damage

double velocity_

bool moving # bool attacking

+ void tryToMove() + void tryToAttack()

+ void act() override

+ virtual void update()

+ virtual void giveDamage()

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

int quantity_ # double xp_for_destroying_

double attack_range_

- + void heal() override
- + void update() override
- + std::vector< std::pair< std::string, std::string > > serialize() const override