## std::enable_shared_from_this< Entity >

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## 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

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## 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

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## 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

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## MoralSquad

# double morality_
# double stabilization_speed_
# static constexpr auto properties_

+ MoralSquad()=default
+ virtual ~MoralSquad()=default
+ MoralSquad(const MoralSquad &)=default
+ std::shared_ptr< Entity > clone() const
+ 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
# void set(const std::string &name, const std::string &value) override

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## GeneralHealingSquad

# double healing_speed_
# bool healing_
# static constexpr auto properties_

+ GeneralHealingSquad()=default
+ virtual ~GeneralHealingSquad()=default
+ GeneralHealingSquad(const GeneralHealingSquad &)=default
+ std::shared_ptr< Entity > clone() const
+ 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
# void set(const std::string &name, const std::string &value) override

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## 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