```
std::enable_shared_from_this< Entity >
                                         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
```

```
Summoner
# double summon_range_
# double max_energy_
# double cur_energy_
# double xp_
# double energy_regen_speed_
# bool accumulating_
# bool summoning_
# bool upgrading_
# std::string summoned_school_
# std::string summoned_ability_
# static constexpr auto properties_
+ Summoner()=default
+ ~Summoner()=default
+ Summoner(const Summoner &)=default
+ std::shared_ptr< Entity > clone() const
+ void tryToAccumulate()
+ void tryToSummon()
+ void tryToUpgrade()
+ Terrain * getTerrain() const
+ void setSummonedSchool(const std::string &summoned_school)
+ void setSummonedAbility(const std::string &summoned_ability)
+ 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
# void set(const std::string &name, const std::string &value) override
```