

Terrain

- + std::pair< Point, Point > summoners_coords_
- + std::vector< std::vector< std::shared_ptr< Entity > > > map_
- + std::list< std::shared_ptr< Entity > > squads_
- + int MAX_X
- + int MAX_Y

- + Terrain(const std::string &cfg_filename)
- + void addSquad(Type id, Point)
- + void live()
- + std::shared_ptr< Summoner > getSummonerFirst()
- + std::shared_ptr< Summoner > getSummonerSecond()