Entity

```
+ virtual Type getId() const =0
+ virtual Point getCoords() const =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 std::vector< std::pair< std::string, std::string > > serialize() const =0
+ virtual ~Entity()=default
```

Obstacle

```
# Type id_
# Terrain * terrain_
# Point coords_
# double max_hp_
# double cur_hp_
# int priority_
# std::shared_ptr< Entity > captured_
# Point target_coords_
```
```
+ Obstacle(Terrain *, Point coords, Type=Obstacle_)
+ virtual ~Obstacle()=default
+ void setCaptured(std::shared_ptr< Entity > captured)
+ void setTargetCoords(Point target_coords)
+ void setDefaults()
+ void receiveDamage(double) override
+ std::vector< std::pair< void(*)(Entity *), const char * > > getMenu() const override
+ void act() override
+ bool isAlive() const override
+ int getPriority() const override
+ Type getId() const override
+ Point getCoords() const override
+ double getCurHp() const
+ void killMySelf() override
+ std::vector< std::pair< std::string, std::string > > serialize() const override
```

GeneralSquad

```
# double damage_
# double velocity_
# int quantity_
# double xp_for_destroying_
# double attack_range_
# bool moving_
# bool attacking_
# std::shared_ptr< Summoner > summoner_
```
```
+ GeneralSquad(Terrain *, Point coords, Type=General_)
+ virtual ~GeneralSquad()=default
+ 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
```

Summoner

```
# double summon_range_
# double max_energy_
# double cur_energy_
# double xp_
# double energy_regen_speed_
# bool accumulating_
# bool summoning_
# bool upgrading_
# Type summoned_id_
```
```
+ Summoner(Terrain *terrain, Point coords, Type=Summoner_)
+ ~Summoner()=default
+ void tryToAccumulate()
+ void tryToSummon()
+ void tryToUpgrade()
+ void setSummonedId(Type id)
+ Terrain * getTerrain() const
+ 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
```

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
```

MoralSquad

```
# double morality_
# double stabilization_speed_
```
```
+ MoralSquad(Terrain *, Point coords, Type=Moral_)
+ virtual ~MoralSquad()=default
+ 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
```

MoralHealingSquad

```
+ MoralHealingSquad(Terrain *, Point coords, Type=MoralHealing_)
+ virtual ~MoralHealingSquad()=default
+ 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
```