```
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
```

std::enable_shared_from_this< Entity >

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

+ virtual std::vector< std::pair< std::string, std::string > > serialize() const =0

+ 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

+ virtual ~Entity()=default

+ 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

```
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
```

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

MoralHealingSquad

+ void heal() override

- # 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 set(const std::string &name, const std::string &value) override

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