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 void killMySelf()=0 + virtual std::vector< std::pair< std::string, std::string > > serialize() const =0 + virtual ~Entity()=default

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()

Point

+ double x
+ double y

+ operator std::string() const
+ static Point withIntCfs(const Point &p)
+ static double distance(const Point &p1, const Point &p2)
+ static Point normalized(const Point &p)

#coords

#target coords

Obstacle # Type id # double max hp # double cur hp # int priority # std::shared ptr< Entity > captured + 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

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

+ void killMvSelf() override

#terrain