



RoomFactory
MapAiGetMap(): Arguments

EnemyFactory
BuildUnit(String[] args)

Unit
String:Name Int: HP Int: Iniative Int: Speed Int: Range Int: MeleeDmg Int: RangeDmg

HumanPlayer
er: myTurnTime

UnitAI
List<GraphPath>;paths Array[][]: FearMap HashMap(Key=Player Unit, Value=)
+ method(type): type