

EnvironmentObject

- boost::uuids::uuid id
- std::pair< float, float
> position

- + EnvironmentObject(float
x, float y)
- + boost::uuids::uuid getId
() const
- + virtual ~EnvironmentObject
()=default
- + virtual void postIteration()
- + virtual std::pair< float,
float > getPosition() const
- + virtual void setPosition
(float x, float y)