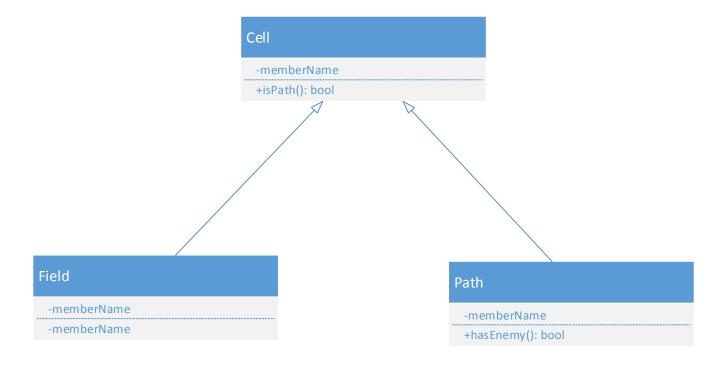
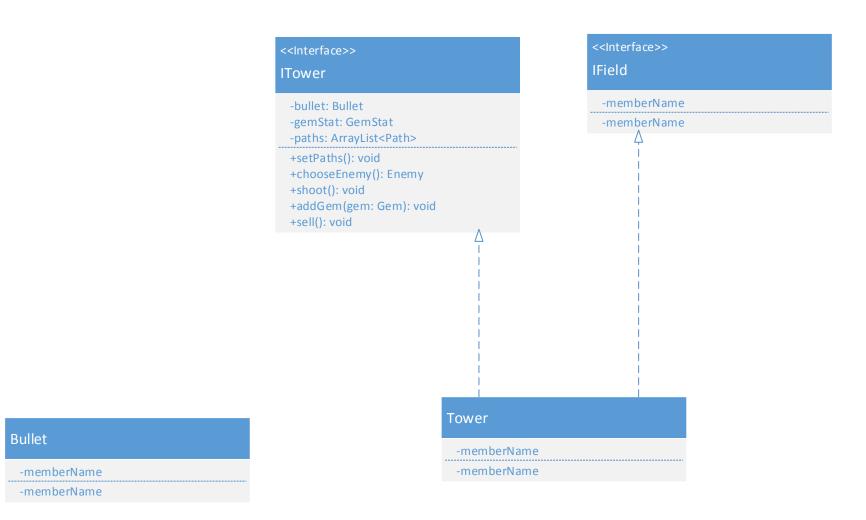


-memberName
-memberName





IObstacle +eliminate(p: Path): void +slow(intensity: int, p: Path): void +amortization(): void Obstacle -slowIntens: int -myPath: Path -amort: int +eliminate(p: Path): void +slow(intensity: int, p: Path): void +amortization(): void +eliminate(p: Path): void Human -memberName -memberName -memberName -memberName -memberName -memberName

-damage: int
-range: int
-speed: int
-enemyType: Enemy

-memberName
-memberName