```
common::MapObject
            #x_pos_
            # y_pos_
            + MapObject()
            + MapObject()
            + MapObject()
            + ~MapObject()
            + moveTo()
            + moveByVector()
            + getX()
            + getY()
            + serialize()
             common::Creature
             # radius
             # angle_
             # speed
             # fecundity
             # max_repletion_
             # max_hydration_
             # max_energy_
             # max_age_
             # repletion
             # hydration
             # energy_
             # age
             # is dead
             + Creature()
             + Creature()
             + isDead()
             + serialize()
                          common::Predator
common::Herbivore
                          + Predator()
+ Herbivore()
                          + Predator()
+ serialize()
                          + serialize()
```