```
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()
```