```
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
 + Predator()
 + Predator()
 + serialize()
```