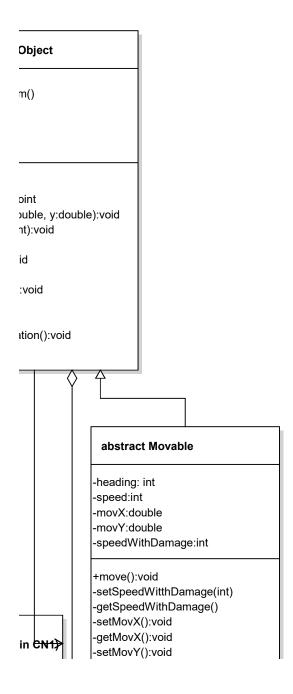
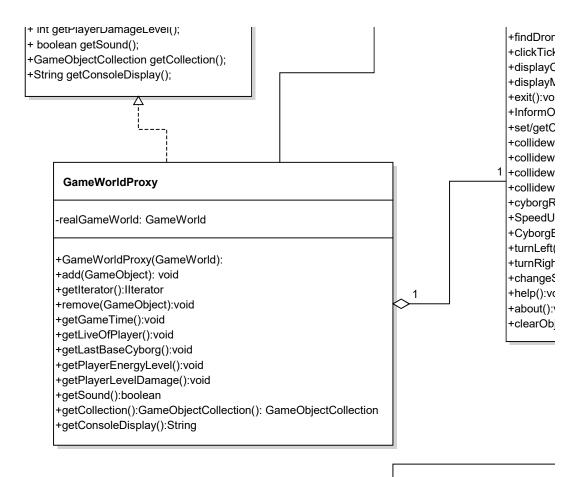


### ce»ICollection

neObject):void or():Ilterator GameObject):void





### AttackPlayerCyborgStrategy

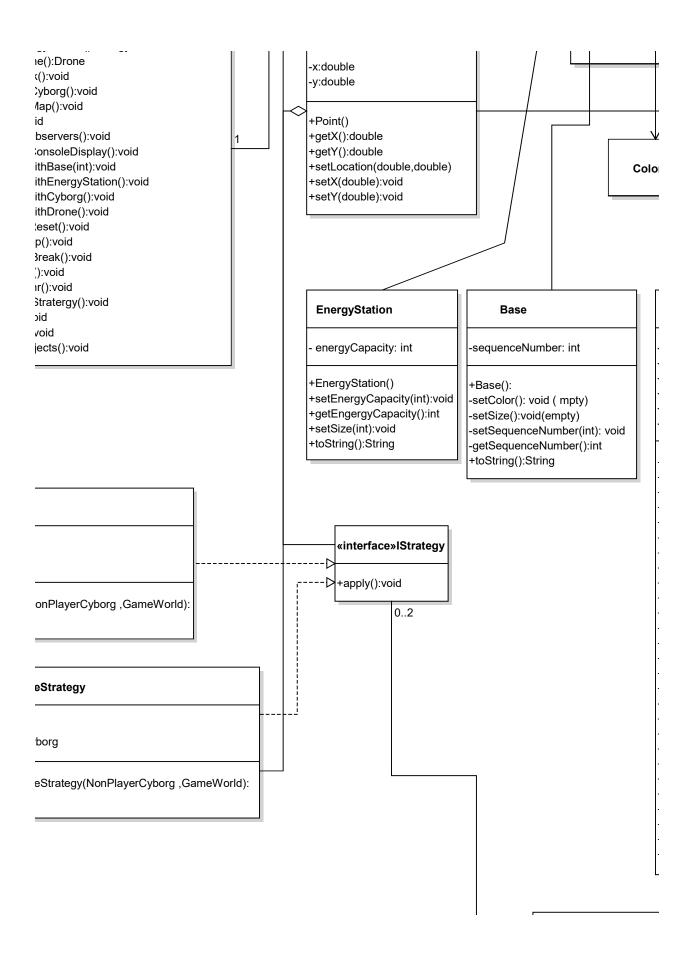
-gw:GameWorld -npc: NonPlayerCyborg

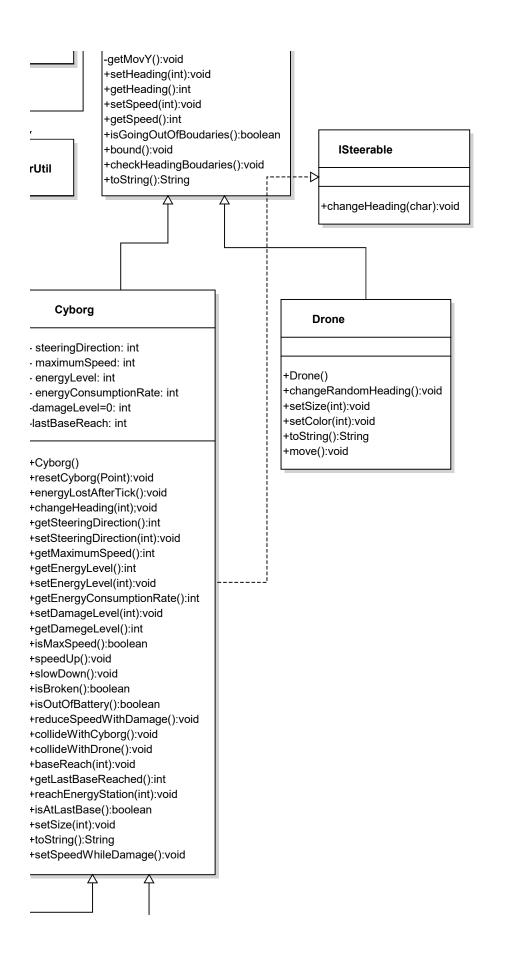
+AttackPlayerCyborgStrategy(N +apply():void

#### ReachToLastBas

-gw:GameWorld -npc: NonPlayerCy

+ReachToLastBas +apply():void





# NonPlayerCyborg

-random: Random

-currentStrategy: IStrategy

+NonPlayerCyborg(GameWorld): +collideWithPlayerCyborg():void +setStrategy(IStrategy):void +invokeStratergy():void +toString():String

# PlayerCyborg

-myCyborg: PlayerCyborg

-PlayerCyborg(): +getPlayerCyborg(): PlayerCyborg +collideWithCyborg():void

+cyborgCollide():String

+EnergyLostaAfterTick():void +collideWithDrone():void

+toString():String