Behavior # QPointer < GameObject > m owner + Behavior(QPointer < GameObject > owner) + virtual ~Behavior()=0 + Behavior()=delete + Behavior & operator =(const Behavior &) Attack + static const struct Attack::SETTINGS Settings + Attack(QPointer< GameObject > owner) + Attack()=delete + virtual ~Attack()=0 + Attack & operator= (const Attack &) + virtual int attack (const QPointer < GameObject > &target)=0 + virtual int attack (Direction direction)=0 + virtual int attack()=0 + virtual int getAttacked (const QPointer < GameObject > &by, int strength)=0 GenericAttackBehavior + GenericAttackBehavior (QPointer < GameObject > owner) + GenericAttackBehavior ()=delete + int attack(const QPointer < GameObject > &target) override + int attack(Direction direction) override + int attack() override + int getAttacked(const QPointer < GameObject &by, int strength) override CounterAttackBehavior + CounterAttackBehavior (QPointer < GameObject owner) + int getAttacked(const QPointer < GameObject > &by, int strength) override