```
Renderable
# id
# color
+ Renderable()
+ Renderable()
+ Renderable()
+ ~Renderable()
+ operator=()
+ render()
+ getColor()
      Cell
  + Cell()
  + Cell()
  + Cell()
  + ~Cell()
  + operator=()
  + clone()
     Habitat
  + Habitat()
  + Habitat()
  + Habitat()
  + ~Habitat()
  + operator=()
  + clone()
  LandHabitat
+ LandHabitat()
+ LandHabitat()
+ ~LandHabitat()
+ operator=()
+ render()
getColor()
+ clone()
```