```
Renderable
# id
# color
  Renderable()
+ Renderable()
+ Renderable()
   ·Renderable()
  operator=()
  render()
 getColor()
         Λ
       Cell
  + Cell()
  + Cell()
  + Cell()
  + ~Cell()
  + operator=()
  + clone()
         Δ
     Facility
  + Facility()
  + Facility()
  + Facility()
+ ~Facility()
  + operator=()
      Road
  + Road()
  + Road()
  + Road()
    ~Road()
  + operator=()
   render()
  + getColor()
  + clone()
    Entrance
 + Entrance()
 + Entrance()
+ ~Entrance()
 + operator=()
+ render()
+ getColor()
+ clone()
```