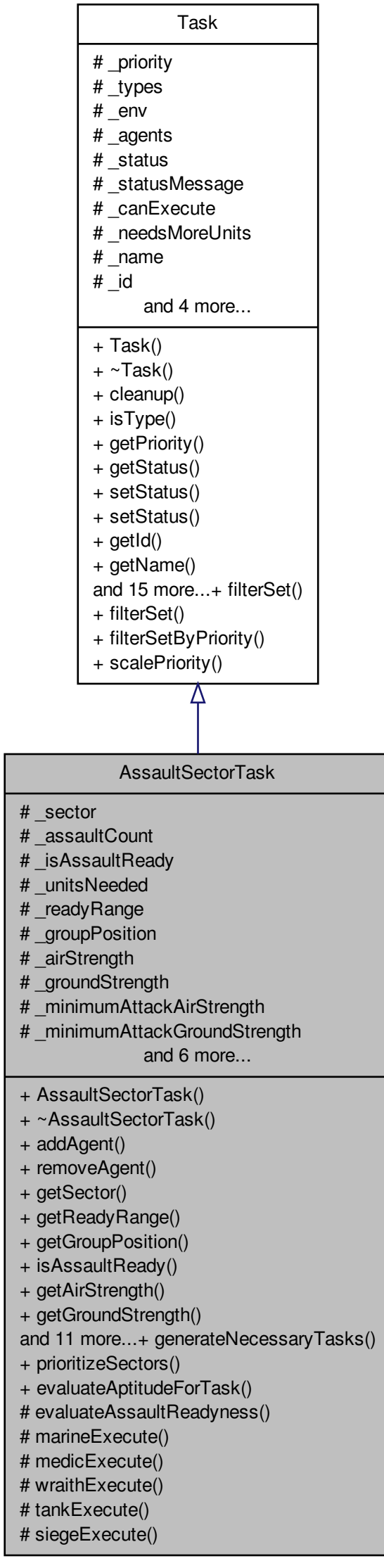
Task
_priority
_types
_env
_agents
_status
_statusMessage
_canExecute
_needsMoreUnits
_name
_id
and 4 more...
+ Task()
+ ~Task()
+ cleanup()
+ isType()
+ getPriority()
+ getStatus()
+ setStatus()
+ setStatus()
+ getId()
+ getName()
and 15 more...+ filterSet()
+ filterSet()
+ filterSetByPriority()
+ scalePriority()
AssaultSectorTask
_sector
_assaultCount
_isAssaultReady
_unitsNeeded
_readyRange
_groupPosition
_airStrength
_groundStrength
_minimumAttackAirStrength
_minimumAttackGroundStrength
and 6 more...
+ AssaultSectorTask()
+ ~AssaultSectorTask()
+ addAgent()
+ removeAgent()
+ getSector()
+ getReadyRange()
+ getGroupPosition()
+ isAssaultReady()
+ getAirStrength()
+ getGroundStrength()
and 11 more...+ generateNecessaryTasks()
+ prioritizeSectors()
+ evaluateAptitudeForTask()
# evaluateAssaultReadyness()
# marineExecute()
# medicExecute()
# wraithExecute()
# tankExecute()
# siegeExecute()