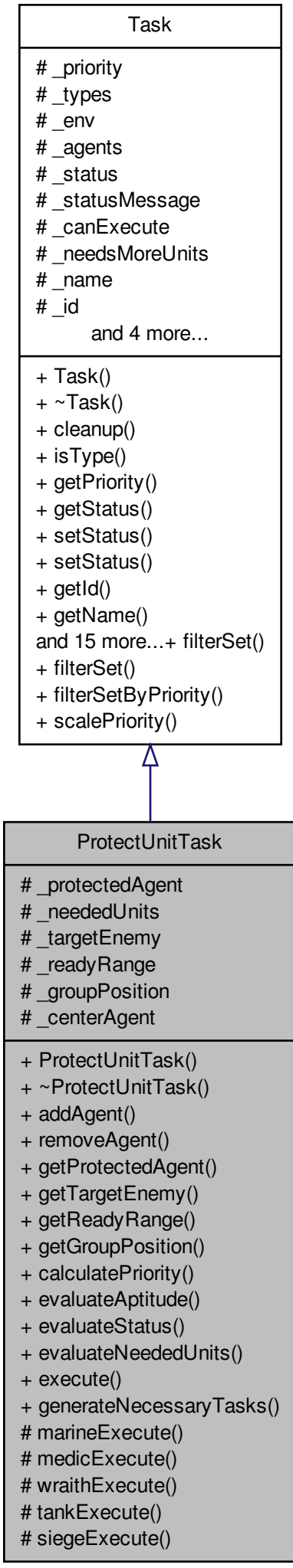
Task
_priority
_types
_env
_agents
_status
_statusMessage
_canExecute
_needsMoreUnits
_name
_id
and 4 more...
+ Task()
+ ~Task()
+ cleanup()
+ isType()
+ getPriority()
+ getStatus()
+ setStatus()
+ setStatus()
+ getId()
+ getName()
and 15 more...+ filterSet()
+ filterSet()
+ filterSetByPriority()
+ scalePriority()
ProtectUnitTask
_protectedAgent
_neededUnits
_targetEnemy
_readyRange
_groupPosition
_centerAgent
+ ProtectUnitTask()
+ ~ProtectUnitTask()
+ addAgent()
+ removeAgent()
+ getProtectedAgent()
+ getTargetEnemy()
+ getReadyRange()
+ getGroupPosition()
+ calculatePriority()
+ evaluateAptitude()
+ evaluateStatus()
+ evaluateNeededUnits()
+ execute()
+ generateNecessaryTasks()
# marineExecute()
# medicExecute()
# wraithExecute()
# tankExecute()
# siegeExecute()