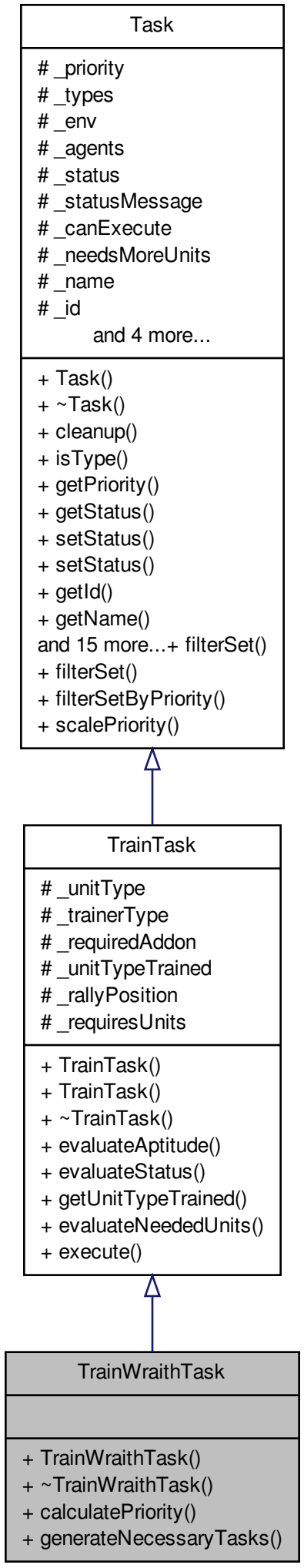
Task
_priority
_types
_env
_agents
_status
_statusMessage
_canExecute
_needsMoreUnits
_name
_id
and 4 more...
+ Task()
+ ~Task()
+ cleanup()
+ isType()
+ getPriority()
+ getStatus()
+ setStatus()
+ setStatus()
+ getId()
+ getName()
and 15 more...+ filterSet()
+ filterSet()
+ filterSetByPriority()
+ scalePriority()
TrainTask
_unitType
_trainerType
_requiredAddon
_unitTypeTrained
_rallyPosition
_requiresUnits
+ TrainTask()
+ TrainTask()
+ ~TrainTask()
+ evaluateAptitude()
+ evaluateStatus()
+ getUnitTypeTrained()
+ evaluateNeededUnits()
+ execute()
TrainWraithTask
+ TrainWraithTask()
+ ~TrainWraithTask()
+ calculatePriority()
+ generateNecessaryTasks()