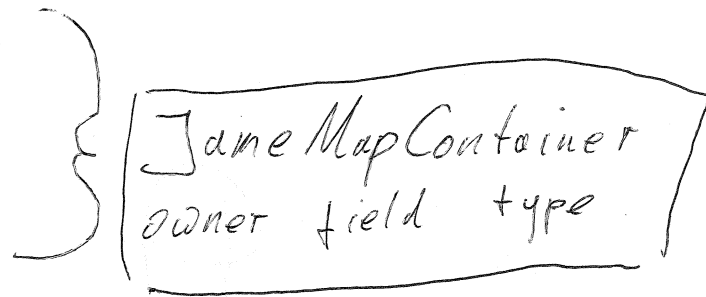
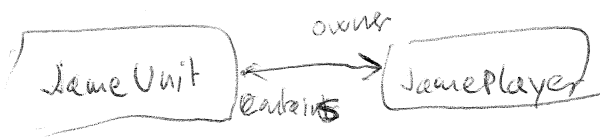
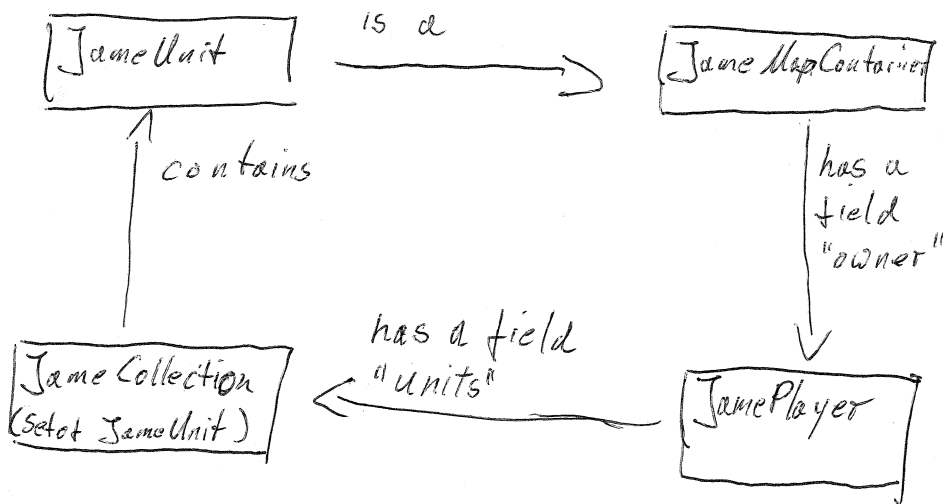


- UNITS
- BUILDINGS
- FIELDS
- PLAYERS



Cycle: (applies to both GameUnit and GameBuilding)



follows:

- all "units" sets of the players are disjoint.
- all "buildings" sets of the players are disjoint.

All GameMapContainer (e.g. All objects in GameMap.units)  
 → field "field" has to have coordinates within the map.  
 i.e. field.xpos > GameMap...