

Land
# building : Building # movementCost: int # cost: int # units: Unit[2] # isBuyable: boolean # isWalkable: boolean
+ Land(building: Building, movementCost: int, cost: int, units: Unit[2], isBuyable: boolean, isWalkable: boolean) + getBuilding: Building + getMovementCost: int + getCost: int + getUnits: Unit[2] + isBuyable(): boolean + isWalkable(): boolean

Nation
# name: String # leaderName: String # cities: ArrayList<City> # capital: City # resources: ArrayList<Resource> # technologies: ArrayList<Technology> # buildings: ArrayList<Building>
+ Nation(name: String, leaderName: String, capital: City) + getName(): String + getLeaderName(): String + getCities(): City + getResources: ArrayList<Resource> + getTechnologies: ArrayList<Technology> + getBuildings: ArrayList<Building>

Resource
- name: String - balance: int - growthRate: int
+ Resource(name: String, balance: int) + getName(): String + item: attribute + getBalance(): int + getGrowthRate(): int + setGrowthRate(int growthRate): void + setBalance(int balance): void + addGrowth(): void

Game
- <u>users: ArrayList&lt;User&gt;</u> - <u>currentUser: User</u> - <u>turn: int</u> - allTechnologies: ArrayList<Technology>
+ <u>getUsers(): ArrayList&lt;User&gt;</u> + <u>getCurrentUser(): User</u> + <u>setCurrentUser(user: User): void</u> + <u>addUser(User user): void</u>

Unit
# name: String # hp: int # combatStrength: int # rangedStrength: int # range: int # movement: int # XP: int # <u>isTechnologicallyAvailable: boolean = false</u> # resource: Resource
+ Unit(name: String, hp: int, combatStrength: int, rangedStrength: int, range: int, movement: int, cost: int, resource: Resource) + getName(): String + getHp(): int + getCombatStrength(): int + getRangedStrength(): int + getRange(): int + getMovement(): int + isTechnologicallyAvailable(): boolean + getResource(): Resource + getXp(): int + changeXP(int amount): void

User
- username: String - password: String - nickname: String - score: int - nation: Nation
+User(username: String, password: String, nickname: String, nation: Nation)

City
# lands: ArrayList<Land> # citizens: int
+ method(type): type

LandFeature
+ field: type
+ method(type): type

Building
# name: String # cost: int # maintenance: int # <u>isTechnologicallyAvailable: boolean</u>
+ Building(name: String, cost: int, maintenance: int) + getName(): String + getCost(): int + getMaintenance(): int + isAvailable(): boolean + setIsAvailable(isAvailable: boolean): void

Improvement
+ field: type
+ method(type): type

Technology
# name: String # father: Technology # isAvailable: boolean # buildings: ArrayList<Building>
+ method(type): type