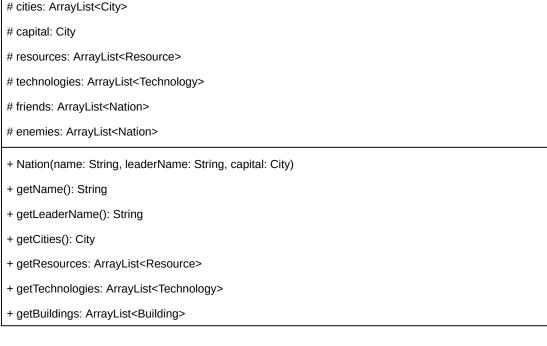
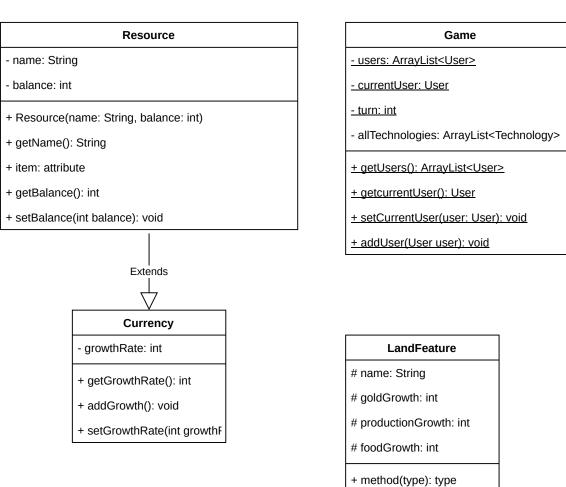
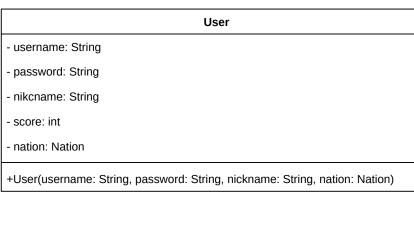
# improvement : Improvement				
# landFeature: LandFeature				
# movementCost: int				
# cost: int				
# units: Unit[2]				
# isBuyable: boolean				
# isWalkable: boolean				
+ Land(building: Building, movementCost: int, cost: int, units: Unit[2], isBuyable: boolean, isWalkable: boolean)				
+ getImprovement: Improvement				
+ getMovementCost: int				
+ getCost: int				
+ getUnits: Unit[2]				
+ isBuyable(): boolean				
+ isWalkable(): boolean				
Nation				
# name: String				
# leaderName: String				
History Amend introfit				





```
Unit
# name: String
# hp: int
# combatStrength: int
# rangedStrength: int
# range: int
# movement: int
# XP: int
# isTechnologicallyAvailable: boolean = false
# 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
```



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

Improvement - name: String - isTechnologicallyAvailable: boolean + Improvement(name: String) + getName(): String + isTechnologicallyAvailable(): boolean

City
lands: ArrayList <land></land>
buildings: ArrayList <building></building>
improvements: ArrayList <improvement></improvement>
citizens: int
inProgressBuilding: Building
inProgressUnit: Unit
+ getLands(): ArrayList<:Land>
+ getCitizens(): int
+ getBuildings(): ArrayList <building></building>
+ getInProgressBuilding(): Building
+ getInProgressUnit(): Unit
+ getImprovements(): ArrayList <improvement></improvement>
+ addBuilding(building :Building): void
+ addLand(land: Land): void
+ addCitizens(amount: int)

Menu

+ setMenuName(name: String): void

GameMenu

- gameController: GameController

+ method(type): type

ProfileMenu

profileMenu: ProfileMenu

+ method(type): type

menuName: String

+ getMenuName(): String

+ run(): void

Extends

MainMenu

mainController: MainController

+ method(type): type

LoginMenu

- loginController: LoginController

+ method(type): type

