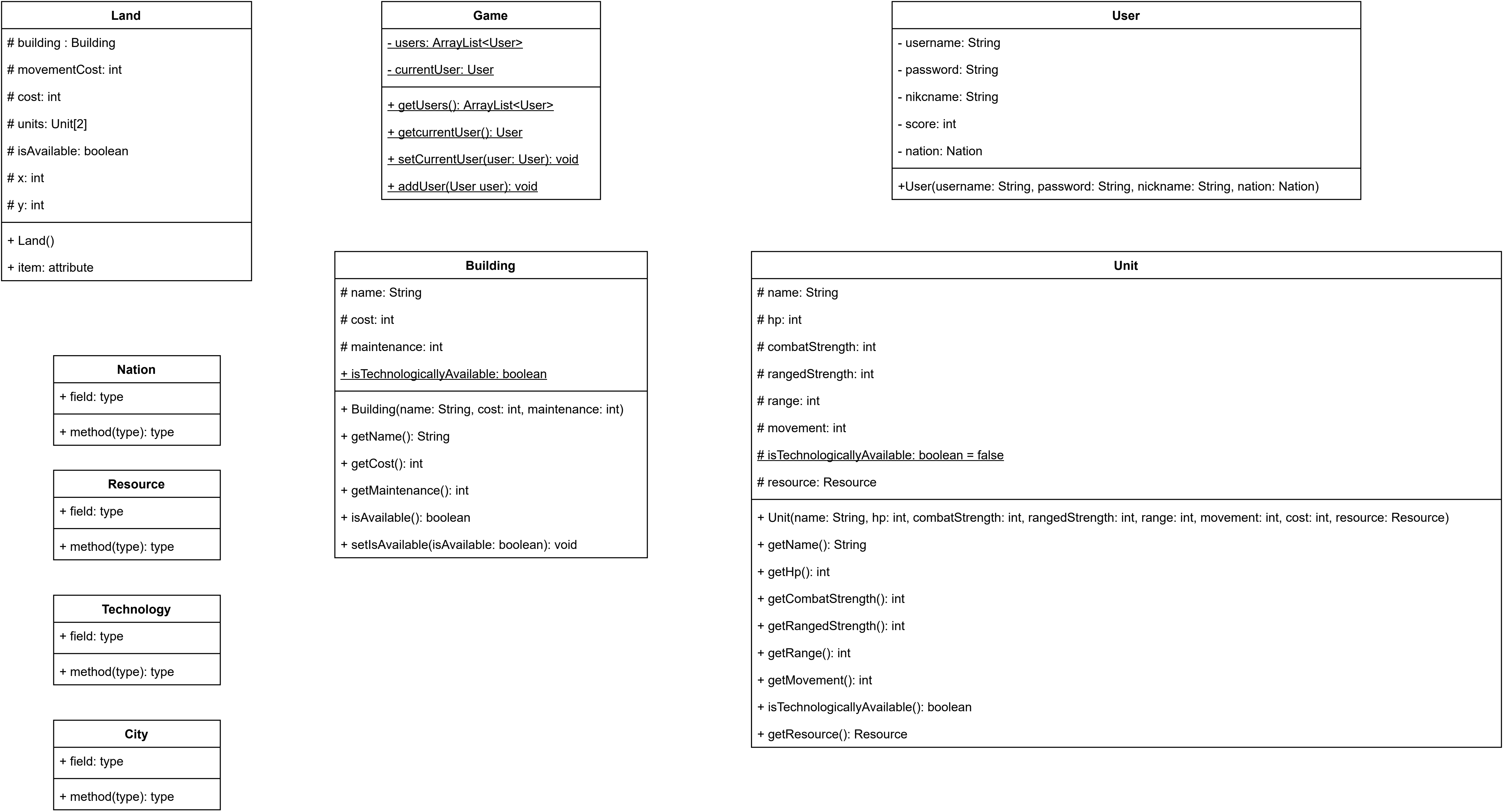

Land

# building : Building
# movementCost: int
# cost: int
# units: Unit[2]
# isAvailable: boolean
# x: int
# y: int

+ Land()
+ item: attribute

Game

- users: ArrayList<User>
- currentUser: User

+ getUsers(): ArrayList<User>
+ getcurrentUser(): User
+ setCurrentUser(user: User): void
+ addUser(User user): void

User

- username: String
- password: String
- nikcname: String
- score: int
- nation: Nation

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

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

Unit

# name: String
# hp: int
# combatStrength: int
# rangedStrength: int
# range: int
# movement: 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

Nation

+ field: type

+ method(type): type

Resource

+ field: type

+ method(type): type

Technology

+ field: type

+ method(type): type

City

+ field: type

+ method(type): type