1.  
 Game units can’t change weapons and have limited speed for moving. Currently the design does not facilitate any change when it comes to weapons or moving speed.

5.

Inheritance: Tank extends GameUnit in Tank.java file

Encapsulation: setAttack and setMove and doAttack and doMove in the GameUnit.java file

Polymorphism: public class GruntAttack\_Axe implements Weapon in GruntAttack\_Axe.java

6.   
 There are many files because app must be aware of all the strategies to select the correct one in the current situation.