

Classes with their Relationships

Class1	Class2	Relationship Type
WarEngine	Country	association
WarEngine	Snapshot	association
WarEngine	Alliance	association
Country	UnitFactory	association
Country	Person	association
Country	Vehicle	association
WarEngine	CurrentState	dependency
WarEngine	WarTheatre	association
WarEngine	CreateSave	association
WarEngine	WarPhaseChanger	association
Alliance	Observer	aggregation
Alliance	ConcreteAlliance	generalization
Alliance	Country	association
WarPhaseChanger	Strategy	aggregation
WarPhaseChanger	Phase	aggregation
Phase	Phase1	generalization
Phase	Phase2	generalization
Phase	Phase3	generalization
Phase	Phase4	generalization
Phase	Phase5	generalization
Strategy	Fight	generalization
Strategy	Negotiate	generalization
Strategy	Diplomacy	generalization
Strategy	Person	association
Strategy	Vehicle	association
UnitFactory	VehicleFactory	generalization
UnitFactory	PersonFactory	generalization
PersonFactory	Mechanic	dependency
PersonFactory	Medic	dependency
PersonFactory	Soldier	dependency
VehicleFactory	Tank	dependency
VehicleFactory	Ship	dependency
VehicleFactory	Plane	dependency
UnitCreator	Mechanic	association
UnitCreator	Medic	association
UnitCreator	Soldier	association
UnitCreator	Tank	association
UnitCreator	Ship	association
UnitCreator	Plane	association
Person	RnD	association

Vehicle	RnD	association
Person	Mechanic	generalization
Person	Medic	generalization
Person	Soldier	generalization
Vehicle	Tank	generalization
Vehicle	Ship	generalization
Vehicle	Plane	generalization
RnD	Upgrade	generalization
RnD	Research	aggregation, generalization
Armory	Upgrade	generalization
CurrentVitals	Person	dependency
CurrentVitals	Vehicle	dependency
CurrentVitals	SaveVitals	aggregation
CreateVital	SaveVitals	dependency
CreateVital	Person	association
CreateVital	Vehicle	association
WarTheatre	Aggregate	association
WarTheatre	TurnControl	association
Aggregate	ConcreteAggregate	generalization
TurnControl	ConcreteTurnControl	generalization
ConcreteAggregate	ConcreteTurnControl	dependency, association
CreateSave	SaveSpace	dependency
CurrentState	SaveSpace	aggregation