

Solved or not? **levels** how angry  
between whom?

① **Dispute** what is the issue

- Ends when
- Surrender
  - agree
  - can't fight
  - All dead

How to solve

Terms   
 can change terms   
 Terms for A   
 Terms for B

function negotiate()  
agreeOn()  
Deny()

rough:

class Dispute

```

string Description;
Group CountryThatBroughtUpDispute;
Group CountryAgainst;
string CountryTerms;
string CounterTerms;
bool solved;
  
```

has phases

Debate  
war

achieved or not

linked with Phases?

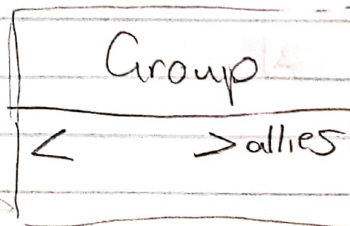
**Should change  
along with  
phase**

Not Delete so  
saved

② ~~Group Country~~ ~~{ since civil wars are not an option }~~

main competitors of the war

consists of allies



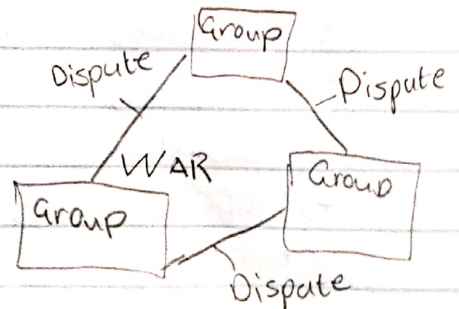
country organisation State

while (dispute → solved)

{

war and battles and  
deaths and negotiations

}



## Phases

①  
Dispute  
made

②  
Terms  
and  
ambassador  
talks

③  
Decision  
making  
state  
change

④  
Simulation

⑤  
Reaction  
state  
changes

⑦  
victory  
Disput  
ends

loop

War

if negotiations  
succeed  
can lower levels  
or solve dispute

① Dispute happens

Negotiations function

allows for terms to be  
seen.

Allows groups involved  
to agree on terms { solving  
Dispute }  
Deny()

if negotiations  
fail Dispute  
level rises

observer  
may be

can trigger next  
phase  
of war

The level of  
dispute can  
influence war  
reactions

a group can have  
multiple disputes  
and fight on two  
fronts or more

let say violence  
only happens when  
dispute levels  
reach a  
certain value

observer  
state

Battle between two disputers can lead



# People

Lets say an attack happens. Force influenced by enemy power

~~But~~ BUT can be lessened by the amount of medics one has  
- fewer medics more soldiers die

- so each group [country, etc] has a population size

{unlisted people can also get nuked}

People

Start

Population: 100

of that 30 can be soldiers

Divide that amongst regiments

recruit Marine(3)

```
{  
  if (31 > 30)  
  { not enough  
  else  
  }  
}
```

- soldiers

medics  
marine  
pilots  
astronauts  
[unlisted citizens]

each soldier type  
{except medics unlisted}  
are linked to a war theatre

- But can be pulled out

? each soldier class can take from the

? Should we delete when they die or just change status to dead.

Ones who can fight so if conscriptions ever happen

✓ if we need people

Don't even need people unless we make an attribute that can contribute to battles

# People draft

what can change amount in population?

- Death
- send citizens to neighbouring or allies to be refugees
- get refugees {increase}

- when becomes enlisted remove from population container and add to enlisted container

die() function  
{ changes status of person }

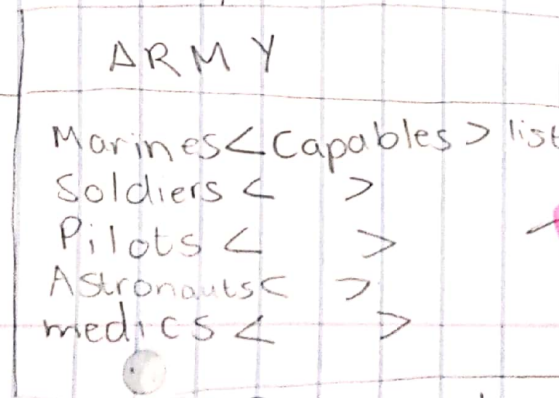
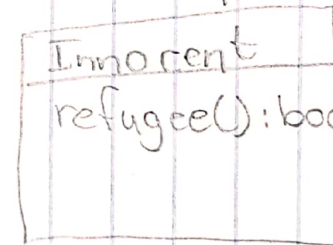
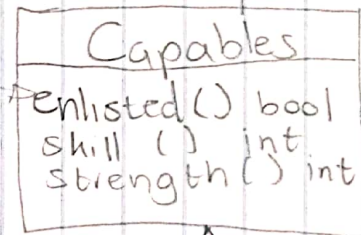
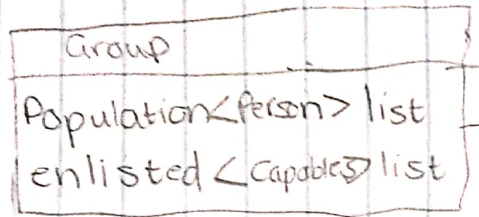
int PopulationSize  
int Deathtoll

When a Capables status turns to enlisted

if the status changes to enlisted add to pool

status

status



compressed.  
Focus is on Person for now

? virtual battleground?

? computer scientists are soldiers too.

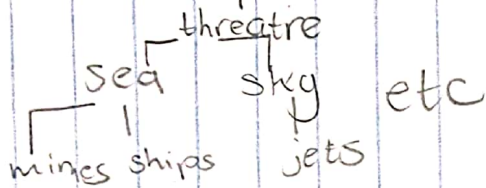
? should there be  
• a training variable  
not everyone can fly  
a jet but a lot can  
pull a trigger  
for different regiments  
If need be can send marines into land



# Weapons : Hello factory method.

Task. List of weapons

weapons are also associated with war theatre



There is always a <sup>organisation</sup> <sup>country</sup> <sup>company</sup> making money from war making weapons. That company does not care about friends or enemies so whomever has the money can use this companies factory method. no money no factory method no weapons

So wealth should be an attribute in a group/country. Can always get a loan from ally

Some weapons can just increase strength of soldiers as decorators to land for defence

Call them attack weapons?

Other weapons (non decorators) eg. guns, knives, bombs Can influence a battle So be in the army's container <weapons> list

These weapons can be in any theatre

- conclusion
- ① attack weapons <sup>money</sup> increase attack
  - ② vessel weapons <sup>money</sup> increase attack
  - ③ Decorator weapons increase defense

Decorator weapons

- ① trenches
- ② mines
- ③ barricades
- ④ space magnets

While these are specific Or are they?

? should we have transport weapons that can contribute to army transport. Call them vessels

vessels influence country strength limit it to one per theatre  
ships  
lanks  
jets  
rockets



# Weapons draft

ARMY

weapons

capitalist  
weapon  
maker

Marine  
<attack  
weapons>  
<vessels>

Decorator  
weapons

vessels

attack  
weapons

attack  
weapons

vessel  
maker

Regiments

branch  
mimes  
barrel  
ade

Pilots

galactic  
knights

War  
theatre

sky  
land  
sea  
space

each  
division  
of the army  
has a  
container for  
attack weapons  
and vessel  
weapons.

They influence  
the division's  
strength

The decorator  
weapons has  
war theatre as  
its component.  
Not going to do it  
in a draft

What would need transport:

① People <sup>citizens</sup>  
                    <sup>recruits</sup>

② weapons - from factories

- Any place where  
an object is  
transferred from  
one class to  
another.

## Transportation

if transportation stops services  
then it could be a class what  
methods can be called somehow.

eg. `evacuateCitizens()` — a function that sends  
your citizens to be  
an allies refugee.

if no transport then  
can't send citizens  
and they **DIE**

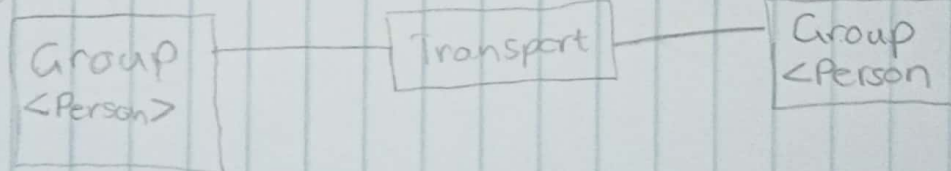
so can  
refuse  
certain  
method/calls

a client  
with a  
state.

if some has a plan  
on feeding soldiers  
can use the transport  
class along with it  
being the client it  
a lot of

Transport  
can also  
Deliver the  
weapons  
from factories

It's basically  
the client to  
a lot of the  
structures/  
patterns



makes  
sense to make  
it the client



This not a UML

single group  
or allies

