

Tile

x, y

id

Nachbarn

Territory

x, y

Liste Tiles &lt;String&gt;

Nachbarn

id

Arena

Map field &lt;String, Tile&gt;

Map Territories &lt;String, Terr&gt;

Player

List Territories &lt;String&gt;

# Arena

list field (objekt)

Map territories(id, objekt)

init

## Tiles

id

x, y

Liste Nachbarn

init

## Territory

id, x, y

Liste Tiles (string)

Liste Nachbarn (string)

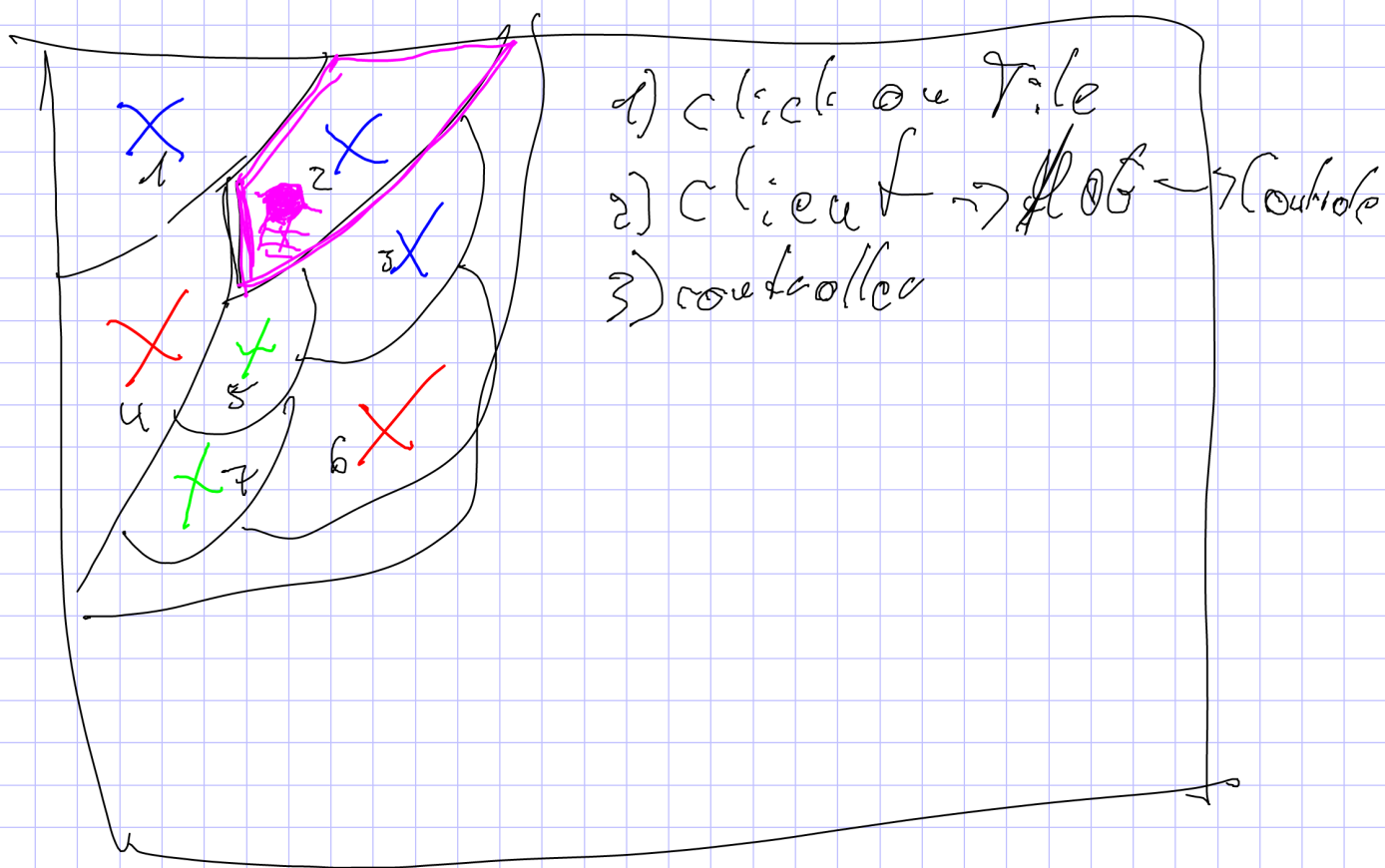
Wärkel

## Player

init "biggest fding see"

List (string) territories

id



1: 2,4

2: 1,3,4,5

3: 2,5,6

4: 1,2,5,7

5: 2,3,4,6,7

6: 3,5,7

7: 4,5,6



class Territory<sup>1</sup>, P1



class Territory<sup>2</sup>, P1



class Territory<sup>3</sup>, P1



class Territory<sup>4</sup>, P2



class Territory<sup>5</sup>, P3



class Territory<sup>6</sup>, P2



class Territory<sup>7</sup>, P3

Hexagon {

style {

human . {

background-color

territory { }

Player

human hex {

background-color: blue;