COMP 361 Project

Medieval Warfare
Interactions Models

Team HDDP
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Notes on our models:

- moveUnit():
  - There are 2 create calls that are completely wrong, one to (v: village) and another to (map: Map). They should both be normal message calls, bur we noticed too late in the creation process and VisualPradigm won't let us change it easily. There aren't any create call so just consider all of them to be normal messages.
- Added enums:
  - type StructueType is enum {Road, Tower, Tombstone}

Interaction Model / Behavioural Design:

- Controller class for the all operations: GameEngine. This reduces the number of class that needs to be known by the interface and like it aggregates all the players, it has access to all of the objects in the gameState.