To Complete for Milestone 2

To Complete for Milestone 3

**Player**:

* Player Model
* Attributes
  + Health
  + Energy
  + Ammo
    - Guns
  + Cargo Space – Available
  + Audio Clips
* Player Controller
* Cargo
* Transform
* Unit Pick-Up and Drop-Off
* Camera
* GUI – Attributes and Units in Cargo

**Units**:

* Unit Models
* Attributes
  + Cost
  + Time to Construct
  + Health
  + Energy
  + Ammo
    - Guns
    - Missiles
  + Cargo Space - Occupies
* Unit Controller
* GUI - Attributes

**Bases**:

* Base Models
* Attributes
  + Current Owner
  + #Units of Team 1 in Base
  + #Units of Team 2 in Base
  + #Units Needed to Capture
* Base Controller
* Regenerate and Unit Pick-Up
* Main Base
  + Base Health
  + Re-spawn Point

**Unit Construction Queue**:

* Queue
  + Queue Limit
  + Order of Units Ordered
* Ready for Pick-Up
* Under Construction

**Game Controller**:

* Team Attributes
  + Units Created
  + Unit Limit
  + Money
  + # of Bases Owned – Including Main Base
  + Player Re-spawn Count
* Game Over
  + Win - Stats
  + Lose – Stats

**GUI**:

* HUD
  + Base Health
  + Unit Limit
  + Money
* Unit Order Menu
* Construction/Ready Queue
* Cargo/Reprogram Menu
* Mini-Map
* Start Menu

**Unit Controller**:

* Unit Programs
  + Stand Ground
  + Guard
  + Go to Nearest Base and Stand Ground/Capture
  + Attack Main Base
  + Circle
  + Resupply
  + Repair
* Program Attributes
  + Cost
  + Kind of Movement
* Attack
* Movement

**Shooting**:

* Shot Models
  + Guns
  + Missiles
* Attributes
  + Weapon Type
    - Guns
    - Missiles
  + Damage
  + Rate
  + Range

**Map**:

* Terrain
* Base Locations
* Mini-Map