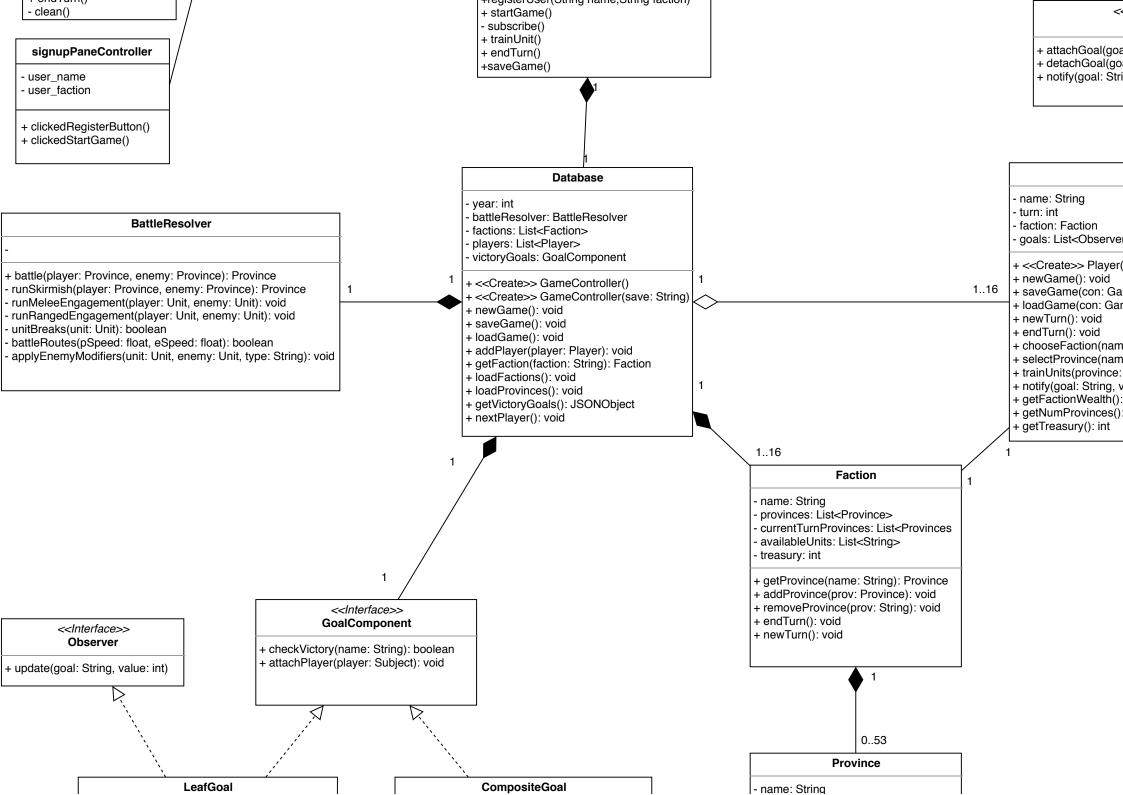


ervor

rface>> Province

e)



cInterface>>
Subject

al: Observer): void
al: Observer): void
ng, value: int): void

Player

Player

Payer

secontroller): void
neController): void
necController): void

int int

- rate: float - townWealth: int + <<Create>> VeryHighTax() + getRate(): float + getTownWealth(): int

HighTax - rate: float - townWealth: int + <<Create>>> HighTax()

goal: String value: int

players: List<Subject>

+ << Create>> LeafGoal(goal: String, value: int)

+ addPlayer(player: Subject): void + update(goal: String, value: int): void + checkVictory(name: String): boolean condition: String

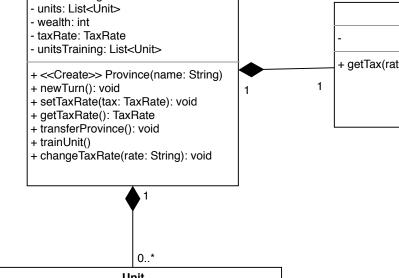
subgoals: List<GoalComponent>

+ << Create>> CompositeGoal(condition: String)

+ addGoal(goal: GoalComponent): void

+ removeGoal(goal: GoalComponent): void

+ checkVictory(name: String): boolean



Unit

- name: String - type: String numTroops: int ability: String melee: boolean - speed: float cost: int

- trainTime: int attack: float - movePoints: float - armour: float shield: float

- morale: float defence: float

modifiers: JSONObject

+ << Create>> Unit(name: String)

+ loadUnitFromConfig(name: String): void

+ loadAbility(ability: string, config: JSONObject): void

+ newTurn(): void

+ isMelee(): boolean

+ isRanged(): boolean

+ isTrained(): boolean

+ getModifiers(): JSONObject

