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| **Classe Unit (extends playerObject)** | |
| **Attributs** **type**  MoveSpeed Double  FoodCost Int | **Méthodes retour**  Move(target) void |

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| **Classe SpaceUnit (extends unit)** | |
| **Attributs** **type**  *À compléter….* | **Méthodes Retour**  *À compléter….* |

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| **Classe GroundUnit(extends unit)** | |
| **Attributs** **type**  *À compléter….* | **Méthodes Retour**  *À compléter….* |

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| **Classe SpaceAttackUnit (extends spaceUnit)** | |
| **Attributs** **type**  AttackSpeed Double  AttackDamage Double | **Méthodes Retour**  Attack(target) boolean killedTarget |

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| **Classe SpaceAttackUnit (extends spaceUnit)** | |
| **Attributs** **type**  AttackSpeed Double  AttackDamage Double | **Méthodes Retour**  Attack(target) boolean killedTarget |

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| **Classe SpaceTransportUnit (extends spaceUnit)** | |
| **Attributs** **type**  Passengers GroundUnit[] | **Méthodes Retour**  Load(GroundUnit[]) void  Unload(GroundUnit[], AstronomicalObject planete) void  Land(astronomicalObject planet) void |

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| **Classe Scout (extends spaceUnit)** | |
| **Attributs** **type**  KnownBuilding SpaceBuildings[] | **Méthodes Retour**  Build(target, building Building) void  VerifyPosition(target) boolean |

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| **Classe GroundBuildUnit (extends spaceUnit)** | |
| **Attributs** **type**  KnownBuilding GroundRessourceUnit[] | **Méthodes Retour**  Build(target, building Building) void  VerifyPosition(building groundbuilding,  target) boolean |