

Noun Verb Analysis

Project: Blockhole Territory War Simulator

Identified Nouns

Noun: Territory

Source: Project proposal

Description: A territory represents a single tile or region on the map that can be controlled by a team during the war.

Known attributes: name, xCoordinate, yCoordinate, terrainType, ownerTeam

Noun: Team

Source: Project proposal

Description: A team represents a faction competing in the war for control of territories.

Known attributes: teamName, players, ownedTerritories

Noun: Player

Source: Project proposal

Description: A player represents an individual participant contributing to the war effort.

Known attributes: playerName, role, contributionPoints, team

Noun: WarPhase

Source: Project proposal

Description: A war phase represents the current stage of the conflict and determines progression over time.

Known attributes: phaseNumber, phaseDescription, unlockedFeatures

Noun: GameWorld

Source: Project proposal

Description: The game world represents the overall state of the war and contains all teams, territories, and the current war phase.

Known attributes: teams, territories, currentWarPhase

Noun: TerrainType

Source: Project proposal

Description: Terrain type represents the environmental characteristics of a territory.

Known attributes: terrainName, movementModifier, defensiveBonus

Identified Verbs

Verb: Capture

Source: Project proposal

Description: Capture represents taking control of a territory from another team.

Potential methods: captureTerritory(), changeOwner()

Verb: Add

Source: Project proposal

Description: Add represents creating or inserting new objects into the system.

Potential methods: addPlayer(), addTeam(), addTerritory()

Verb: Remove

Source: Project proposal

Description: Remove represents deleting or detaching objects from the system.

Potential methods: removePlayer(), removeTerritory()

Verb: Advance

Source: Project proposal

Description: Advance represents moving the war forward to the next phase.

Potential methods: advancePhase()

Verb: Update

Source: Project proposal

Description: Update represents modifying existing data as a result of user interaction or simulation events.

Potential methods: updateContributionPoints(), updateTerritoryStatus()

Summary

This noun verb analysis was created using the project proposal and domain description for the Blockhole Territory War Simulator. The identified nouns serve as candidate model classes, while the verbs represent key behaviors that will be implemented as methods within those classes. This analysis provides the foundation for creating the initial set of Java model classes for the course project.