

## 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.