* Main
  + initialize()
  + mouseClick()
* Executive
* GameState
  + turn
    - which player’s turn it is
  + tileSelected
    - whether or not a tile on the map is selected
    - if so, which tile
  + unitSelected
    - whether or not a unit on the map is selected
    - if so, what unit
  + action selected
    - whether or not an action available to the selected unit is selected
    - if so, which action
  + cardSelected
    - whether or not a card in hand is selected
    - if so, which card
* UserInterface
  + drawTemplate()
    - draws the borders of map, tiles, player hand, and selected info
  + drawVisibleUnits()
    - draws all non-invisible units on the map in their respective tile
  + drawInvisibleUnits()
    - draws all visible units on map in their tile
  + drawHand()
    - draws all cards within the hand UI
  + drawselectedInfo()
    - draws description of selected card/unit
    - if unit, draws buttons for available actions
  + highlightTile\_Selected()
    - makes the selected tile visible
  + highlightTile\_Move() / highlightTiles\_MoveRange()
    - used to highlight a unit’s available tiles to move to
  + highlightTile\_Action() / highlightTiles\_ActionRange()
    - used to draw a card or action’s available tiles
* Map
  + Tiles
* Tile
  + Unit
  + triggers
* Unit
  + moveRange
  + actions
  + triggers
* Player
  + moveRange
  + Hand
  + triggers
* Hand
  + Cards
* Deck
  + Cards
  + drawCard()
    - returns the card at the top of the deck
    - pops a card off the top of the deck
* Card
  + actions
* Action
  + range
  + flags
  + function()
* Trigger
  + type
  + function()