1 Container Classes

1.1 AttackerStack

Data Types

- AttackerType: list of entity classes present in the stack.

- AttackDifferential: dictionary for to hit and damage lookup based on the entities in the stack.

- AttackModifier: list of attack modifiers collected from entity Possessions or Special abilities.

- CurrentRound: integer keeping track of the current round, to assist with updating the AttackModifier list and DefenseModifier list.

Methods

- Attack/Capture/ApplyWounds: update the state of the game via the server through bidirectional communication.

- UpdateCombatRating/UpdateModifiers: perform server queries to determine new to hit and damage modifiers for lookup in the AttackDifferential dictionary.

1.2 DefenderStack

Data Types

- DefenderType: list of entity classes present in the stack.

- DefenseDifferential: dictionary for to hit and damage lookup based on the entities in the stack.

- DefenseModifier: list of attack modifiers collected from entity Possessions and or environ bonuses Methods.

- Retaliate/BreakOff/Inactive/ApplyWounds: update the state of the game via the server through bidirectional communication.

- UpdateCombatRating: perform server queries to determine new to hit and damage modifiers for lookup in the DefenseDifferential dictionary.

1.3 MissionGroupStack

Data Types

- EffectiveCombatRating: the combat rating minus wounds for all characters present in the mission group.

- BonusDraws: list of integers for the applicable bonus draws characters receive for attempting certain kinds of missions.

Methods

- various methods will probably be needed to effectively request and update information on the server regarding the state of the characters present in the MissionGroupStack.

1.4 MissionDeck

- contain sate information regarding the available Missions.

1.5 PossessionDeck

- contain state information regarding the available Possessions.

2 Entity Classes

2.1 Military Unit

2.2 IrateLocals

Methods

- GetType: determines the type of IrateLocal or Creature based upon a given environ.

2.3 Creature

Methods

- GetSpecial: determines the available Speicals given the creature by performing a server query.

2.4 Character

2.5 MissionGroup

- refer to the information above

3 Misc Classes

3.1 Possession

3.2 Ship

3.3 Companion

3.4 Mission