

# Domain Model:

nouns:

player  
 pirate  
 merchant  
 police  
 ship  
 region  
 npc  
 credits/money  
 skills  
 item  
 inventory  
 subregion  
 political system  
 tech level  
 current events (civil war, weather, etc)  
 item price

Objects

- 1 Player
- 2 NPC
- 3 merchant
- 4 pirate
- 5 police
- 6 Ship
- 7 Region
- 8 subregion
- 9 item

Attributes

- inventory
- item price
- skills
- credits/money
- political system
- tech level
- current events (civil war, weather, etc)

