UML

+--------------------+

| Button |

+--------------------+

| rect |

| text |

+--------------------+

| \_\_init\_\_(x, y, w, h, text) |

| draw(screen, font) |

| is\_clicked(pos) |

+--------------------+

+--------------------+

| UnitButton |

+--------------------+

| unit |

| rect |

| color |

| selected |

+--------------------+

| \_\_init\_\_(unit, x, y, is\_user) |

| draw(surface) |

| is\_clicked(pos) |

+--------------------+

| InputBox |

+--------------------+

| rect |

| \_color |

| text |

| \_\_txt\_surface |

| active |

+--------------------+

| \_\_init\_\_(x, y, w, h, text) |

| handle\_event(event) |

| draw(screen) |

| get\_value() |

| set\_value(text) |

+--------------------+

+-------------------+

| MeleeUnit |

+-------------------+

| category |

| damaged |

| defeated |

| frenzy |

| chargedefvsl |

| crumbling |

| magicShield |

| name |

| faction |

| unitsize |

| cost |

| health |

| totalhealth |

| remainhealth |

| meleeatk |

| meleedef |

| chargebonus |

| fireres |

| magres |

| phyres |

| misres |

| wardsave |

| basedmg |

| apdmg |

| meleecd |

| antiinfantry |

| antilarge |

| armor |

| magatk |

| fireatk |

| isinfantry |

| islarge |

| original\_name |

| original\_basedmg |

| original\_apdmg |

| original\_meleedef |

| original\_meleeatk |

| original\_charbonus |

| original\_cost |

| original\_max\_health |

| \_\_init\_\_(self, name, faction, unitsize, cost, health, meleeatk, meleedef, chargebonus,

fireres, magres, phyres, misres, wardsave, basedmg, apdmg, meleecd,

antiinfantry, antilarge, armor, magatk, fireatk, isinfantry, islarge) |

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