## Segment

point A: Point

point B: Point

lenght: float

direction: Vector

---

+ method(type): type

## Point

x: int

y: int

z: int

---

distance(Position p, Boolean 3D): float

vector(Position p, Boolean 3D):  Vector

tangent(Sphere): Segment

## Payload

goods: int

energy: int

hr: int

hc: int

hs: int

hb: int

---

+ method(type): type

## Region

Salary

## Block

name: string

description: string

category: enum

function: string

damage: float

operational: float

state: enum

component_Status: float

value: int

cost: int

position: Point

acs: Payload

rcs: Payload

payload: Payload

---

value(): int

cost(): int

rcs(): Payload

acs(): Payload

payload(): Payload

component_status(): float

operational(): float

state(): enum

## Asset

crytical: boolean

activation_timer: int

repair_time: int

---

updt_timer()

start_timer()

parent

child

←Extends—

## Production

getProd(): Payload

production(): Payload

—Extends→

## Urban

consume()

Extends

## Storage

getPayload(): Payload

setPayload(Payload)

updateAcs(Payload)

Extends

## Transport

getPayload(): Payload

setPayload(Payload)

updateAcs(Payload)

Extends

## Military

combat_state: float

---

getPayload(): Payload

setPayload(Payload)

updateAcs(Payload)

productionHr(): Payload

combat_state(): float

consume(): Payload

Extends