arrows
displayAttacks(areaId)
displayArrow(mapX, mapY, unitIndex)
displayAttackOptions(id)
clearArrows()

moving
var destinationId
var originId
var moveDestinationIds
var fromAreas

startMove(controller)
findUnitsAreas(control)
hightlightUnitAreas(allOrigins)
addMoveOriginListeners(allOrigins)
moveOriginHandler(event)
removeOriginListeners(allOrigins)
addMoveDestinationListeners(allOrigins)
rotateUnits(targetAreaId)
rotateUnitsHandler()
moveDestinationHandler(event)
removeDestinationListeners(allOrigins
clearUnits()

These highlighted methods are not new but have had changes made to them.

highLights
highlightArea(coords, highlightColor = PALE_ORANGE)
highlightFriendly(coords, highlightColor = LIGHT_GREY)
highlightEneamy(coords, highlightColor = LIGHT_PURPLE)
clearHighlights()

unitSetUp
var turn = 1
defaultSetUp()
displayUnits()
displayAllied(mapX, mapY, unitIndex)
displayGerman(mapX, mapY, unitIndex)

attacking
var attackingAreaId
var defendingAreaId
var allFriendlyFrontLineAreas = []
var enemyNeighbours = []

startAttack(friendly)
findFrontline(friendly)
addAttackAreaListeners(allAttackAreaIds)
findAdjacentUnAttackedEnemyAreas(attackingAreaId)
attackAreaHandler(event)
removeAttackAreaListeners(allAttackAreaIds)
addDefenderAreaListeners(allDefendingAreaIds)
attackDestinationHandler(event)
removeDefendingAreaListeners(allDefendingAreas))

Call game.addAttack() in attackDestinationFinder()

Is there any need to change findFrontline() like findUnitsArea() in moving?

start
addSplashListerner()
removeSplashListerner()
continueCampaignHandler()
startCampaignHandler()

intergrated2
loadHandler()

Area
id:string
terrain:string
canSupplyAllied:boolean
canSupplyGerman:boolean
control:string
centerX:int
centerY:int
vp:int
fullName:string
_hasAttacked:boolean false

addUnit(unit)
get areaName()
addNeighbour(aNeighbour)
addAttackArrow(anAttackArrow)
findArrowOptions(id)
clearAttack()
makeAttack()

Call game.addAttack()

Clock
_currentTurn:int
_totalTurn:int
_allDates:[]
_allRules[]
_allDescriptions:[]

get turn()
get date()
get specialRules()
get description()
nextTurn()

Attack
_turn
_attackingAreaId:string
_defendingAreaId:string

Removed set methods. Added turn as a parameter to the class.

Game
_allUnits:[]
_allAreas:[]
_allMoves: []
_allAttacks:[]
_allReinforcementUnits = []
_clock

addUnit(id, name, army, training, branch, startTurn, startPosition)
addReinforcementUnit(id, name, army, training, branch, startTurn, startPosition)
reportAlliedUnits()
reportGermanUnits()
findAdjacentEneamyAreas(targetAreaId)
findAdjacentFriendlyAreas(targetAreaId)
addArea(id, terrain, canSupplyAllied, canSupplyGerman, control, centerX, centerY, vp = 0, fullName = "")
reportAreas()
getUnitsInArea(targetAreaId)
getArea(targetAreaId)
addNeighbours(targetAreaId, allNeighbourIds)
findAttackArrows(targetAreaId)
displayAttackArrows(attackAreaId, allNeighbourIds)
addAttackArrows(attackAreaId, allNeighbourIds)
addMove(originId, destinationId, unitId)
addAttack(originId, destinationId, areaId)

Create addAttack()

Unit
id:string
name:string
army:string
training:string
branch:string
startTurn:int
startPosition:string
_currentPosition:string
_hasMoved :boolean false

get name()
get army()
clearMove()
makeMove()

Move
_turn
_originId
_destinationId
_unitId

Removed set methods. Added turn as a parameter to the class.