arrows

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

attacking

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

findFrontline(friendly)
startAttack(friendly)
hightlightEnemyUnitAreas(allOrigins)
addAttackOriginListeners(allOrigins)
attackOriginHandler(event)
removeAttackOriginListeners(allOrigins)
addAttackedAreaListeners(allOrigins)
attackDestinationHandler(event)
removeAttackDestinationListeners(allOrigins)

Area

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

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

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)

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.

start

addSplashListerner()
removeSplashListener()
continueCampaignHandler()
startCampaignHandler()

Clock

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

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

highLights

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

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()

unitSetUp

var turn = 1

defaultSetUp()
displayUnits()
displayAllied(mapX, mapY, unitIndex)
displayGerman(mapX, mapY, unitIndex)

intergrated2

loadHandler()

Attack

_attackingAreaId:string
_defendingAreaId:string

setAttackingArea(id)
setDefendingAreaId(id)

Move

_turn
_originId
_destinationId
_unitId

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