

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

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

attacking
var attackingAreaId var defendingAreaId var allFriendlyFrontLineAreas = [] var enemyNeighbours = []
findFrontline(friendly) startAttack(friendly) highlightEnemyUnitAreas(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 isAttacker:boolean isDefending:boolean
becomeAttacker(true) becomeDefender(true) cancelAttack(false) cancelDefence(false) addUnit(unit) get areaName() addNeighbour(aNeighbour) addAttackArrow(anAttackArrow) findArrowOptions(id)

Game
_allUnits:[] _allAreas:[] _allMoves: [] _allAttacks:[]
addUnit(id, name, army, training, branch, startTurn, startPosition) reportAlliedUnits() reportGermanUnits() findAdjacentEneamyAreas(targetAreaId) findAdjacentFriendlyAreas(targetAreaId) reportAreas() getUnitsInArea(targetAreaId) getArea(targetAreaId) addNeighbours(targetAreaId, allNeighbourIds) findAttackArrows(targetAreaId) displayAttackArrows(attackAreaId, allNeighbourIds) addAttackArrows(attackAreaId, allNeighbourIds) addAttack() clearAllAttackers(_allAreas) clearAllDefenders(_allAreas)

moving
var destinationId var originId var moveDestinationIds var fromAreas
startMove(controller) findUnitsAreas(control) highlightUnitAreas(allOrigins) addMoveOriginListeners(allOrigins) moveOriginHandler(event) removeOriginListeners(allOrigins) addMoveDestinationListeners(allOrigins) rotateUnits(targetAreaId) rotateUnitsHandler() moveDestinationHandler(event) removeDestinationListeners(allOrigins) clearUnits()

intergrated2
loadHandler()

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

Clock
_currentTurn:int _totalTurn:int _allDates:[] _allRules[] _allDescriptions:[]
get turn() get date() get specialRules() get description() nextTurn(

Unit
id:string name:string army:string training:string branch:string startTurn:int startPosition:int
get name() get army()

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

Attack
_attackingAreaId:string _defendingAreaId:string turn:int
setAttackingArea(id) setDefendingAreaId(id)

Move
_originId _destinationId _unitId
setOriginId(id) setDestinationId(id) setUnitId(id)