Class Trees

Ship

-Attributes

-Name STR

-Faction STR

-Hull INT

-Shields OBJ(shield)

-weapons OBJ(weapon)

-Antimatter INT

-crew (Extension) DICT

-methods

-getX for each attribute – returns value

-setX for each attribute – returns value

-getAll get all attributes

-receiveDamage – pass the weapon that deals that damage

Weapon

-Attributes

-name STR

-damage INT

-base STR

-harmonic INT

-Methods

-getX for each attribute

-setX for each attribute

Shield

Map