Main

+ main void

PlayGame

| + allLivingNations : ArrayList |
| + worldLivingPopulatons : ArrayList |
| + generator : Random |

| + playGame() |
| + getWorldLivingPopulation (ArrayList<Nation>) |
| + getAllLivingNations(ArrayList<Nation>) |
| + encounter : (People) |
| + playOneRound (Boolean):(ArrayList<Nation>) |
| + getWinner(String):() |

MarieWizardStrateg

| -lifePoints: int |
| + strategy(People People) |

Nation

| - nationLifePoints: int |
| + ~ nationCount : int |
| - nationName: String |
| - tribes: ArrayList<Tribe> |
| - population: ArrayList<People> |
| - livingPopulation: ArrayList<People> |

| + method(type): type |
| + Nation (String, int) |
| + isNationAlive (Boolean) |
| + getNationPopulation(ArrayList <People>) |
| + getNationName(String) |
| + toString(String) |

People

| - personName :String |
| - myNation :String |
| - myTribe: String |
| - me :PeopleType |
| - myDescription: String |
| - myLifePoints: int |

| + People (String, String, PeopleType, int) |
| + getType() |
| + getTribe() |
| + getNation() |
| + isPersonAlive (Boolean) |
| + getLifePoints() |
| + encounterStrategey(People) |
| + reduceLifePoints(int) |
| + toString(String) |

Tribe

| - nameNation : String |
| - tribeName : String |
| - tribeLifePoints : int |
| - members :ArrayList<People> |
| - livingMembers :ArrayList<People> |

| + Tribe (String,String,Int) |
| + getLivingTribeMembers (ArrayList) |
| + printMembers() |
| + getTribeSize(int) |
| + isTribeAlive(Boolean) |
| + getTribeLifePoints(int) |
| + getTribeName(String) |
| + toString() |

Extends
Extends
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Extends

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                        ┌─────────────────────────────────────────────┐
                        │              «interface»                    │
                        │               Strategy                      │
                        │ public int strategy(People me, People otherPerson) │
                        └─────────────────────────────────────────────┘
                                          △
```

y	MarieWarrioStrategy	JeremyWizardStrategy	JeremyWarriorStrategy	NateWizardStrategy	NateWarriorStrategy
-lifePoints: int	-lifePoints: int	-lifePoints: int	-lifePoints: int	- lifePoints: int
): int	+ strategy(People People): int	+ strategy(People People): int	+ strategy(People People): int	+ strategy(People People): int	+ strategy(People People): int

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        ┌─────────────────────────────────┐
        │      <<enum>> PeopleType         │
        ├─────────────────────────────────┤
        │ + warrior                        │
        │ + wizard                         │
        │ + description: String            │
        ├─────────────────────────────────┤
        │ PeopleType(String)               │
        │ + getDescription (String)        │
        │                                  │
        └─────────────────────────────────┘
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NateWarrior	NateWizard	JeremyWizard	JeremyWarrior
		String nation, String tribe, int LifePoints, Strategy(JeremyWizardStrategy)	String nation, String tribe, in LifePoints, Strategy(JeremyWarriorStra
NateWarrior(String, String, int, Strategy): void +encounterLifePoints(People, People): int	NateWarrior(String, String, int, Strategy) +encounterLifePoints(People, People): i	+ encounterLifePoints(People me, People otherPerson): int	+ encounterLifePoints(Peop People otherPerson): int

	Marie Wizard	Marie Warrior
nt (ategy)	String nation, String tribe, int LifePoints, Strategy(MarieWizardStrategy)	String nation, String tribe, int LifePoints, Strategy(MarieWizardStrategy)
ple me,	+ encounterLifePoints(People me, People otherPerson): int	+ encounterLifePoints(People me, People otherPerson): int