* Star
  + Name
  + Position
  + Population capacity
  + Color
  + Optional<Colony>
* Colony
  + Population size
  + Nation
  + Focus {POPULATION, FLEET<Ship model>}
  + Productivity = Population size
  + Known by<Nation>
* Fleet
  + Map<Ship model, count>
  + Origin
  + Destination
  + Position
  + Nation
* Nation
  + Color
  + Leader
* Ship model {SCOUT, FIGHTER, COLONY, BATTLE\_SHIP}
  + Cost
  + Maintenance costs
  + Attack capacity
  + Defense strength
  + Colonists capacity
* Economy
  + Nation income = Total population sum
* Military
* Game

1. Command application
   1. Commands
      1. Colony commands
         1. Set focus
      2. Fleet commands
         1. Dispatch
         2. Colonize
         3. Bombard
2. Turn calculation
   1. Colony updates
   2. Fleet movements
   3. Scanning (colonies and fleets)
   4. Space combat resolution
   5. Colony founding
3. Updates
   1. Colony destroyed
   2. Space combat result

* Per nation views (separate Java model)