Using MVC:

Model 🡪 Holds all information about the state of things

* Holds village information
* Holds GUI state information, like if in building mode, training mode, upgrade mode, or attack mode
* Holds additional GUI information, like the mouse position, and whether a building was selected for construction (selectedNewConstruction), building selected for upgrade (selectedForUpgrade), or if a combatant is selected for placement in attack mode (selectedForAttackPlacement)
* In particular, the model also holds information for Attacks, like the attacking and defending village
* There is only one thing that is constantly updated in the model as it needs to be, and that is the mouse position

Controller 🡪 Controls what happens based on the model and view

* What happens on