

UnitTypeTable

```
+ UnitTypeTable()
+ UnitTypeTable(version : int)
+ UnitTypeTable(version : int, crs : int)
+ setUnitTypeTable(version : int, crs : int) : void
+ addUnitType(ut : UnitType) : void
+ getUnitType(ID : int) : UnitType
+ getUnitType(name : String) : UnitType
+ getUnitTypes() : List<UnitType>
```

GameState

```
+ GameState(a_pgs : PhysicalGameState, a_utt : UnitTypeTable)
+ getTime() : int
+ removeUnit(u : Unit) : void
+ getPlayer(ID : int) : Player
+ getUnit(ID : long) : Unit
+ getUnits() : List<Unit>
+ getUnitActions() : HashMap<Unit,UnitActionAssignment>
+ getUnitAction(u : Unit) : UnitAction
+ winner() : int
+ gameover() : boolean
+ getPhysicalGameState() : PhysicalGameState
+ getUnitTypeTable() : UnitTypeTable
+ free(x : int, y : int) : boolean
+ issue(pa : PlayerAction) : boolean
+ issueSafe(pa : PlayerAction) : boolean
+ getPlayerActions(pID : int) : List<PlayerAction>
+ getNextChangeTime() : int
+ cycle() : boolean
+ clone() : GameState
+ cloneIssue(pa : PlayerAction) : GameState
+ getResourceUsage() : ResourceUsage
+ toString() : String
```

GameVisualSimulationTest

```
+ main(args : String[]) : void
```

PhysicalGameState

```
+ PhysicalGameState(a_width : int, a_height : int)
+ getWidth() : int
+ getHeight() : int
+ getTerrain(x : int, y : int) : int
+ setTerrain(x : int, y : int, v : int) : void
+ addPlayer(p : Player) : void
+ addUnit(u : Unit) : void
+ removeUnit(u : Unit) : void
+ getUnits() : List<Unit>
+ getPlayers() : List<Player>
+ getPlayer(pID : int) : Player
+ getUnit(ID : long) : Unit
~ winner() : int
~ gameover() : boolean
+ clone() : PhysicalGameState
+ toString() : String
```

PhysicalGameStatePanel

```
+ PhysicalGameStatePanel(a_gs : GameState)
+ PhysicalGameStatePanel(a_gs : GameState, evalFunction : EvaluationFunction)
+ PhysicalGameStatePanel(a_gs : GameState, evalFunction : EvaluationFunction, cs : int)
+ newVisualizer(a_gs : GameState, dx : int, dy : int, a_showVisibility : boolean, cs : int) : PhysicalGameStateJFrame
+ setStateCloning(a_gs : GameState) : void
+ setStateDirect(a_gs : GameState) : void
+ getState() : GameState
+ paint(g : Graphics) : void
+ repaint() : void
```