1. Map – oriented:
   * terrain
     + movement cost
     + type (land, deep sea, coastal, shallow waters, reef)
     + territorial waters (specific country or null)
   * field
     + terrain
     + isOccupied (by ship)
     + ship
     + harbor
     + ship wrecks (ShipWrecks?)
     + influencedBy -> MilitarySettlement
     + CollectShipWrecks(ShipWrecks wrecks) -> random generator of amount; the random generator should be private static
   * enum Country? = {……}
2. Sea vessels
   * Sea vessel
     + name
     + owner (playerX or NPC )
     + flag (specific country or pirate)
     + AreaOfVisibility
     + currentHullPoints
     + minHullPoints
     + maxHullPoints
     + currentSpeed
     + maximumSpeed
     + movesLeft
     + crew
     + crewMaxCapacity
     + crewMinCapacity
     + crewMorale
     + crewHealth
     + cargoCapacity
     + cargo
     + provisions
     + oil
   * Civilian ship
     + defenceTools (enum = { fire-engine, })
   * Military ship
     + shipWeaponry : array of ShipWeapons
     + weaponryCapacity
     + shipAmmunitions : list of Ammunition
     + crewWeaponry (enum = { coldSteel, pistols, rifles, maschineGuns})
   * sd
3. Equipment
   * Item // abstract
     + base price
     + tonnage
     + isEquipped
     + Equip
   * Equipment : Item // abstract
     + usage (generates some event)
     + Use ()
   * Flares : Equipment
     + Use()
   * Radio : Equipment
     + Use()
   * Consumables : Item
     + type: (enum = {provisions, oil, medicines, …})
     + amount
   * Boosts : Item
     + type
     + increasedCharacteristic (speed, )
     + effect (percentage)
     + duration
   * Ammunition : Item
     + ammunitionType (enum = {bullets = 12, rockets = 30, torpedoes, shells, hooks})
     + ammunitionSubType (enum = {ArmorPiercing=2, Flamable = 3, Regular=1})
     + DamageInflicted -> returns the corresponding value from ammunitionSubType multiplied by the corresponding value from ammunitionType
   * Weapon : Item
     + FirePower = ammunitionExpense\*Ammunition(allowedAmmunitionType).damageInflicted
     + allowedAmmunitionType -> ammunitionType
     + uint damage = Fire() // random element
     + ammunitionExpense
   * PersonalWeapons : Weapon
     + amount
     + type
   * ShipWeapons : Weapon
     + LoadAmmunition (Ammunition)
     + condition (damaged, operational)
4. Settlements
   * Settlement // abstract
     + Population
     + Wealth
     + Country?
     + SendShip()
     + ShipsOnDock : list of Ships
     + BuildShip()
   * CivilianSettlement : Settlement // abstract
     + ProductionType
     + ProductionAmount
     + Produce()
   * MilitarySettlement : Settlement // abstract
     + DefencePower
     + InfluenceArea
     + PerformAttack()
   * FishingVillage : CivilianSettlement
     + Produce()
   * OilPlatform: CivilianSettlement
     + Produce()
   * TradeCenter: CivilianSettlement
     + Produce()
     + SendShip() // send trade ship
     + BuildShip()
   * Airbase : MilitarySettlement
     + PerformAttack()
   * MilitaryPort : MilitarySettlement
     + PerformAttack()
     + BuildShip()
     + SendShip()
       1. In case player’s ship is in the influence area
       2. Just a patrol to another port
   * PiratesHideout: MilitarySettlement
     + PerformAttack()
     + SendShip()
5. Wreckages
   * Wreckages
     + type: random inheritor of Item
     + expirationTime
6. Random events
   * Storm: random generation of wreckages from sank ships
   * airstrike ()
   * disease strike
   * mutiny (in case of low morale)
7. Menu operations
   * New Game
     + Select number of players
     + Enter names
     + Enter number of turns or other winning condition (cash collected, ships sank, etc.)
     + Enter country
   * Load Game
   * Save Game
8. as
9. d