Player

- money : int
- science : int
- material : int
- tradeFactor : int
- influenceDisksLeft : int
- economistsLeft : int
- scientistsLeft : int
- minersLeft : int
- colonyShipsLeft : int
- buildables : ArrayList<Buildable>
- milTechs : ArrayList<Tech>
- gridTechs : ArrayList<Tech>
- nanoTechs : ArrayList<Tech>
- diplomats : ArrayList<Diplomat>
- reputationTiles : ArrayList<repTile>
- passed : boolean

+ explore()
+ influence()
+ research()
+ upgrade()
+ build()
+ move()
+ pass()
+ trade()
+ initDiplomacy()
+ breakDiplomacy()

Buildable

- cost : int
- reqTechID : int

Ship

- parts : Part[]
- shipType : enum
- baseInit : int
- basePower : int

- swapParts()

Tech

- name : String
- TechID : int
- icon :

Part

- name : String
- partID : int
- icon :