

leeg vak voor watermark

Army
Responsibilities: initializeArmy add units calculate Strength getUnitPosition placeUnit getUnit getColor
Unit

Game
Responsibilities: Start End Save Update Load
Board Player GameState

Player
Responsibilities: Select unit Select destination
Game

Position
Responsibilities: Get x position Get y position add position

GameState
Responsibilities: getEnemy getCurrentplayer getCurrentArmy getEnemyArmy
Player Army

Unit
Responsibilities: GetStrength die place moveTo battle getPathTo getCharacter setCharacter
Army Board

Tile
Responsibilities: Draw update clear check accessability check if free
Board

Board
Responsibilities: Draw field Clear field Update field Initialize field
Tile Game