GameState List<Unit>: Players List<Unit>: Enemies List<Tiles>

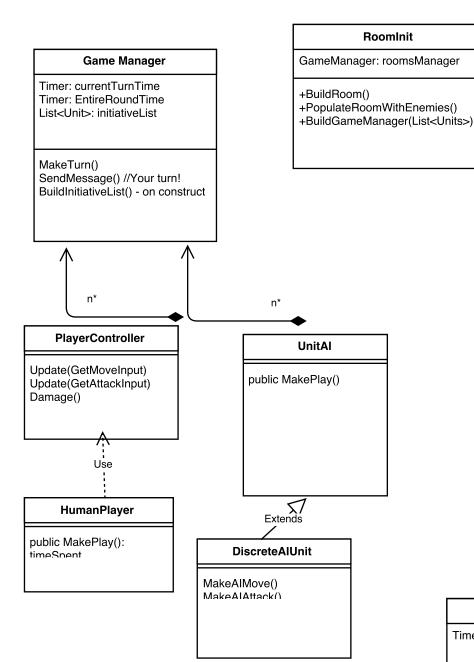
GetUnits(): List<Unit> GetUnit(String): Unit GetTiles(): List<Tiles> GetTile(String): Tile UpdateUnitPos(intx,inty)

Hourglass

Timer: Time

GetTime() AddTime()

RemoveTime(timer s)



Time

RoomFactory

MapAiGetMap(): Arguments

EnemyFactory

BuildUnit(String[] args)

Unit

String:Name

Int: HP

Int: Iniative Int: Speed Int: Range Int: MeleeDmg Int: RangeDmg

HumanPlayer

er: myTurnTime

UnitAl

List<GraphPath>;paths Array[][]: FearMap HashMap(Key=Player Unit, Value=)

+ method(type): type