Milestone 1 UML Sequence Diagram 3: Moving Troops

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Actor

game:game

player:Player

country:Country

moveTroops(origin:Country, destination:Country, toMove:int)

pathExists(start:Country, finish:Country)

getAccessibleCountries(country:Country, finish:Country, accessibleCountries:ArrayList<Country>

getNeighbors()

getAccessibleCountries(country:Country, finish:Country, accessibleCountries:ArrayList<Country>

getNeighbors()

getAccessibleCountries(country:Country, finish:Country, accessibleCountries:ArrayList<Country>

getNeighbors()

getAccessibleCountries(country:Country, finish:Country, accessibleCountries:ArrayList<Country>

getName()

getName()

removeTroops(num:int)

addTroop(num:int)