

Imports:  
random  
rectangle

MapClass

+ array Rectangle[42]: int

MakeTerritories

for loop: assign random  
size to rectangles within  
bounds of size, no bigger  
than the screen

AssignTerritories

+ if randomTerritory =  
true: assign random  
owners to players. if not  
  
+ else : players take  
turns choosing  
territories

TransferOwnership

+ change  
OwnerNumber to  
newOwnerNumber

