Unit

+ health: int
+ recharge: int

+ do_attack(): int
+ take_damage(int)
+ get_recharge(): int
+ get_health(): int

Solder

+ experience: int

Vehicles

+ operators: Solder[]

Squad

+ units: Unit

+ get_power(): int

Army

+ squads: Squad[]
+ strategy: AttackStrategty

+ attack(Army):

BattleField

+ armies: Army

+ start():

AbstractAttackStrategty

Random

Weakest

Strongest