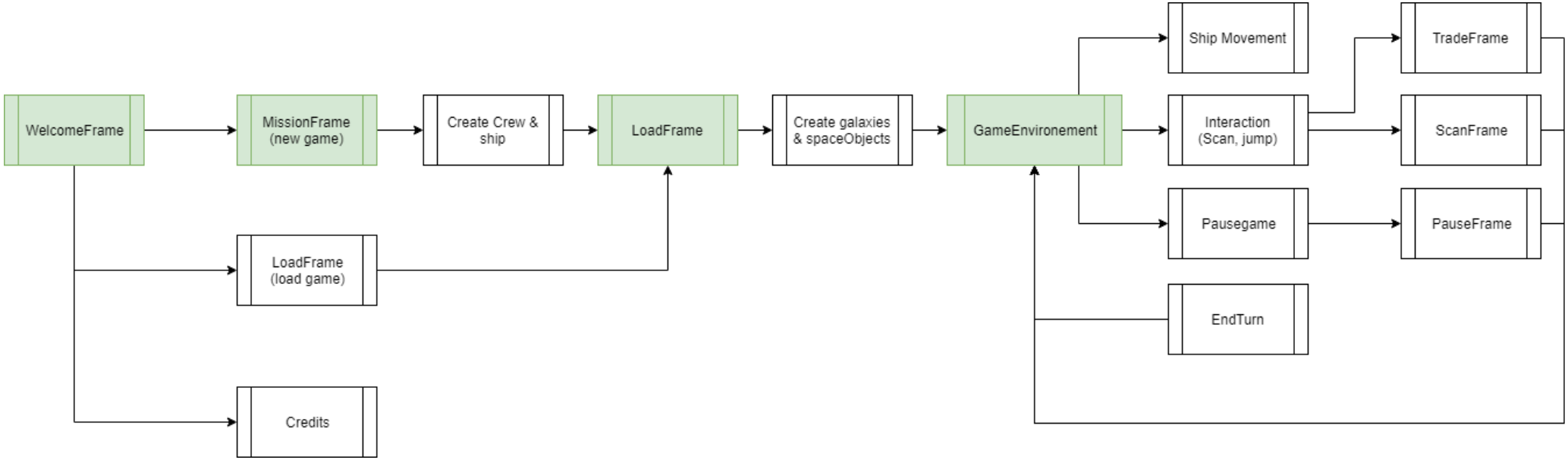
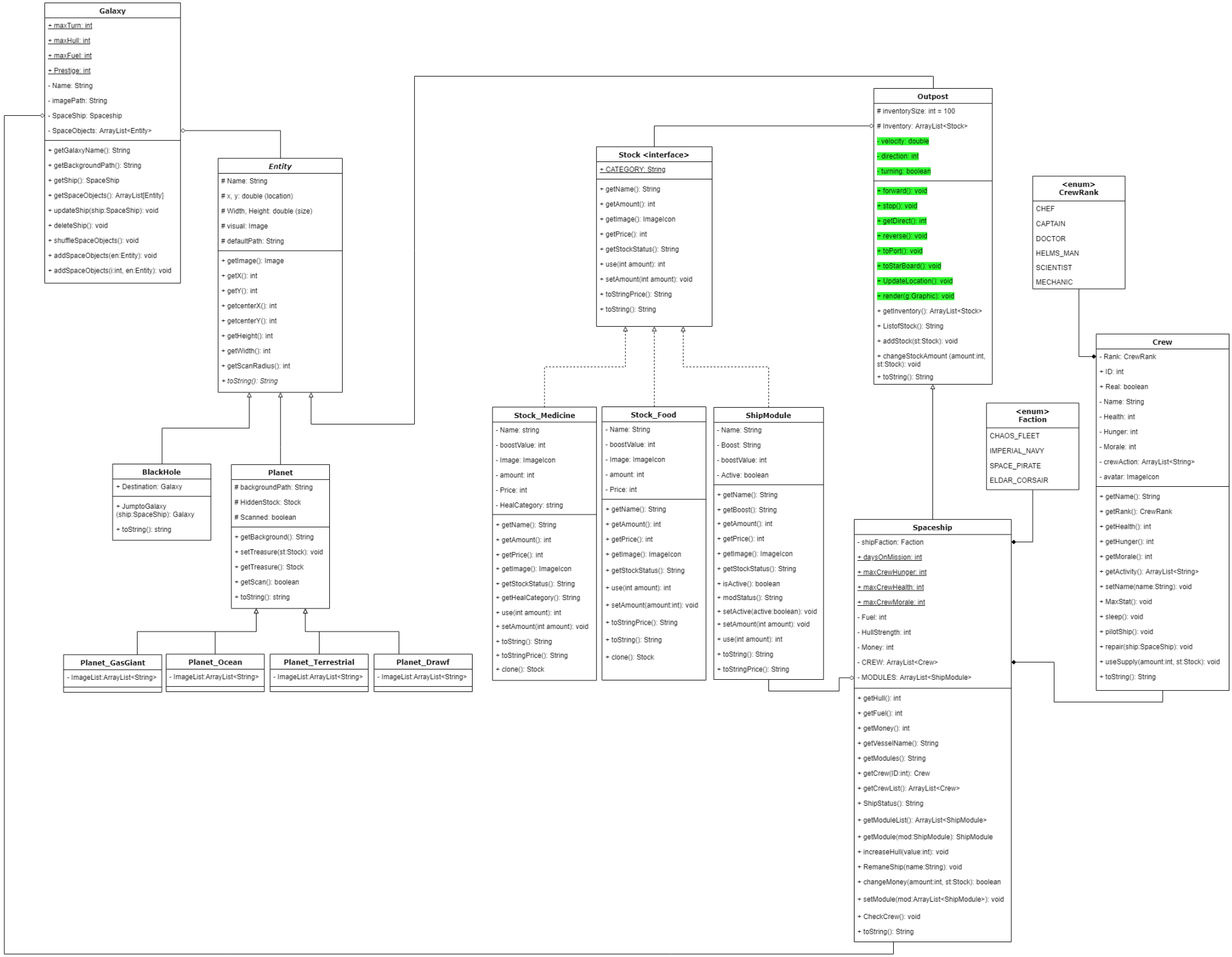
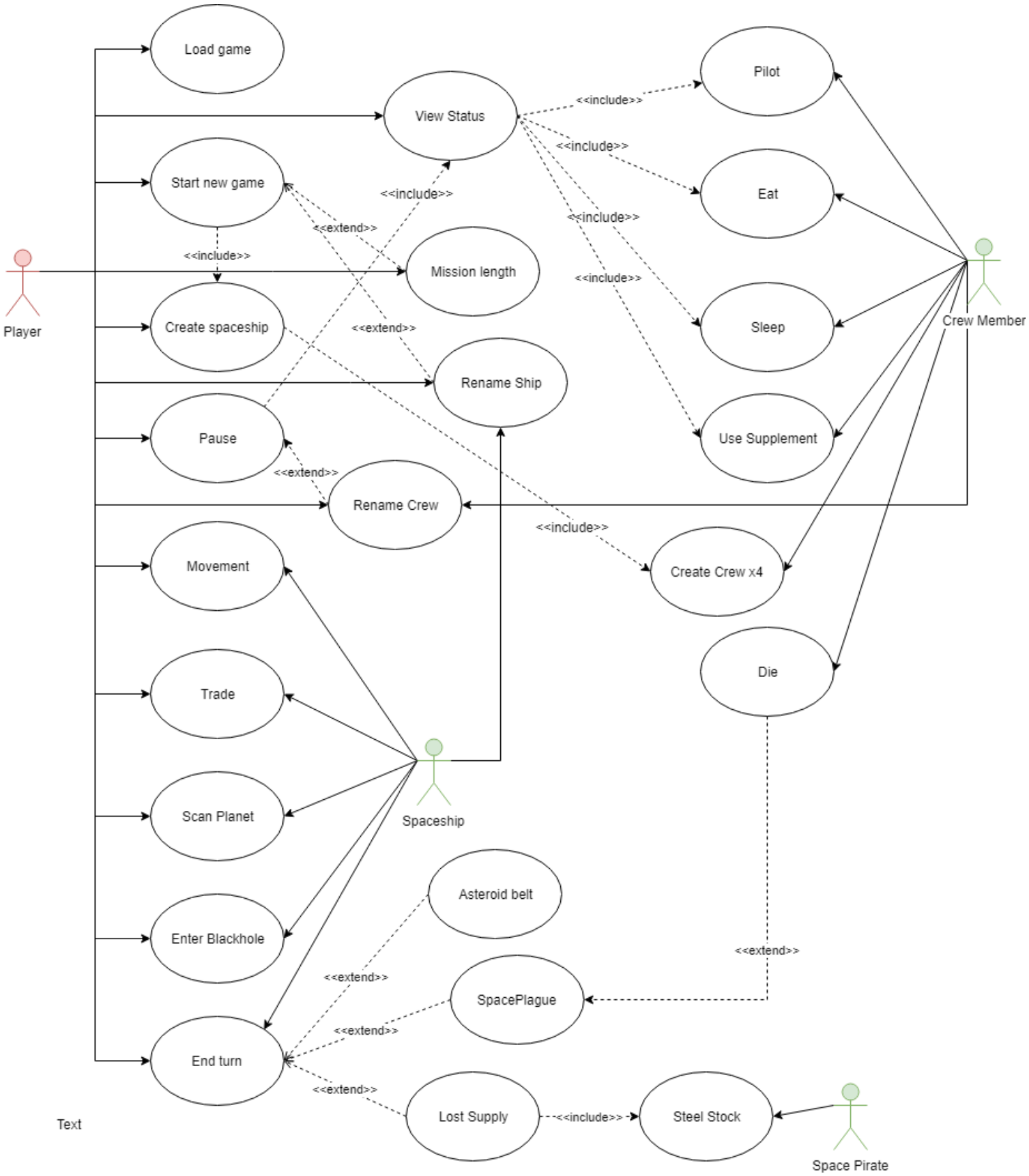

WelcomeFrame
MissionFrame (new game)
Create Crew & ship
LoadFrame
Create galaxies & spaceObjects
GameEnvironement
Ship Movement
TradeFrame
Interaction (Scan, jump)
ScanFrame
Pausegame
PauseFrame
EndTurn
LoadFrame (load game)
Credits


Galaxy
+ maxTurn: int
+ maxHull: int
+ maxFuel: int
+ Prestige: int
- Name: String
- imagePath: String
- SpaceShip: Spaceship
- SpaceObjects: ArrayList<Entity>
+ getGalaxyName(): String
+ getBackgroundPath(): String
+ getShip(): SpaceShip
+ getSpaceObjects(): ArrayList[Entity]
+ updateShip(ship:SpaceShip): void
+ deleteShip(): void
+ shuffleSpaceObjects(): void
+ addSpaceObjects(en:Entity): void
+ addSpaceObjects(i:int, en:Entity): void
Entity
Name: String
x, y: double (location)
Width, Height: double (size)
visual: Image
defaultPath: String
+ getImage(): Image
+ getX(): int
+ getY(): int
+ getcenterX(): int
+ getcenterY(): int
+ getHeight(): int
+ getWidth(): int
+ getScanRadius(): int
+ toString(): String
Stock <interface>
+ CATEGORY: String
+ getName(): String
+ getAmount(): int
+ getImage(): ImageIcon
+ getPrice(): int
+ getStockStatus(): String
+ use(int amount): int
+ setAmount(int amount): void
+ toStringPrice(): String
+ toString(): String
Outpost
inventorySize: int = 100
Inventory: ArrayList<Stock>
- velocity: double
- direction: int
- turning: boolean
+ forward(): void
+ stop(): void
+ getDirect(): int
+ reverse(): void
+ toPort(): void
+ toStarBoard(): void
+ UpdateLocation(): void
+ render(g:Graphic): void
+ getInventory(): ArrayList<Stock>
+ ListofStock(): String
+ addStock(st:Stock): void
+ changeStockAmount (amount:int, st:Stock): void
+ toString(): String
<enum>
CrewRank
CHEF
CAPTAIN
DOCTOR
HELMS_MAN
SCIENTIST
MECHANIC
Crew
- Rank: CrewRank
+ ID: int
+ Real: boolean
- Name: String
- Health: int
- Hunger: int
- Morale: int
- crewAction: ArrayList<String>
- avatar: ImageIcon
+ getName(): String
+ getRank(): CrewRank
+ getHealth(): int
+ getHunger(): int
+ getMorale(): int
+ getActivity(): ArrayList<String>
+ setName(name:String): void
+ MaxStat(): void
+ sleep(): void
+ pilotShip(): void
+ repair(ship:SpaceShip): void
+ useSupply(amount:int, st:Stock): void
+ toString(): String
Stock_Medicine
- Name: string
- boostValue: int
- Image: ImageIcon
- amount: int
- Price: int
- HealCategory: string
+ getName(): String
+ getAmount(): int
+ getPrice(): int
+ getImage(): ImageIcon
+ getStockStatus(): String
+ getHealCategory(): String
+ use(int amount): int
+ setAmount(int amount): void
+ toString(): String
+ toStringPrice(): String
+ clone(): Stock
Stock_Food
- Name: String
- boostValue: int
- Image: ImageIcon
- amount: int
- Price: int
+ getName(): String
+ getAmount(): int
+ getPrice(): int
+ getImage(): ImageIcon
+ getStockStatus(): String
+ use(int amount): int
+ setAmount(amount:int): void
+ toStringPrice(): String
+ toString(): String
+ clone(): Stock
ShipModule
- Name: String
- Boost: String
- boostValue: int
- Active: boolean
+ getName(): String
+ getBoost(): String
+ getAmount(): int
+ getPrice(): int
+ getImage(): ImageIcon
+ getStockStatus(): String
+ isActive(): boolean
+ modStatus(): String
+ setActive(active:boolean): void
+ setAmount(int amount): void
+ use(int amount): int
+ toString(): String
+ toStringPrice(): String
<enum>
Faction
CHAOS_FLEET
IMPERIAL_NAVY
SPACE_PIRATE
ELDAR_CORSAIR
BlackHole
+ Destination: Galaxy
+ JumptoGalaxy (ship:SpaceShip): Galaxy
+ toString(): string
Planet
backgroundPath: String
HiddenStock: Stock
Scanned: boolean
+ getBackground(): String
+ setTreasure(st:Stock): void
+ getTreasure(): Stock
+ getScan(): boolean
+ toString(): string
Spaceship
- shipFaction: Faction
+ daysOnMission: int
+ maxCrewHunger: int
+ maxCrewHealth: int
+ maxCrewMorale: int
- Fuel: int
- HullStrength: int
- Money: int
- CREW: ArrayList<Crew>
- MODULES: ArrayList<ShipModule>
+ getHull(): int
+ getFuel(): int
+ getMoney(): int
+ getVesselName(): String
+ getModules(): String
+ getCrew(ID:int): Crew
+ getCrewList(): ArrayList<Crew>
+ ShipStatus(): String
+ getModuleList(): ArrayList<ShipModule>
+ getModule(mod:ShipModule): ShipModule
+ increaseHull(value:int): void
+ RemaneShip(name:String): void
+ changeMoney(amount:int, st:Stock): boolean
+ setModule(mod:ArrayList<ShipModule>): void
+ CheckCrew(): void
+ toString(): String
Planet_GasGiant
- ImageList:ArrayList<String>
Planet_Ocean
- ImageList:ArrayList<String>
Planet_Terrestrial
- ImageList:ArrayList<String>
Planet_Drawf
- ImageList:ArrayList<String>


Load game
View Status
Start new game
Mission length
Create spaceship
Rename Ship
Pause
Rename Crew
Movement
Trade
Scan Planet
Enter Blackhole
End turn
Pilot
Eat
Sleep
Use Supplement
Create Crew x4
Die
Asteroid belt
SpacePlague
Lost Supply
Steel Stock
Player
Crew Member
Spaceship
Space Pirate
<<include>>
<<extend>>

Text