Building
count,cp
num
constant

Building(EntityType t, int x, int y)
Building(EntityType t, int x, int y, int count)
Building(EntityType t, int count)
getSpawnX()
getSpawnY()
compareTo(Object t)
getCount()
toString()
getCP()

BuildingConstant
name
spawnY,cp

BuildingConstant(String name, int width, int height, int health,int price, int spawnX, int spawnY, int cp)
getSpawnX()
getSpawnY()
toString()
getCP()

Constant
name
health,price
maxHealth

Constant(String name,int width, int height, int health, int price)
getName()
getWidth()
getHeight()
getHealth()
getPrice()
getMaxHealth()

EntityType
isUnit(EntityType t)
valueOf(int i)
numUnits()

Unit
UnitCount
attackRate,cp
dx,dy
currentTick
target

Unit(EntityType t, Building b)
Unit(EntityType t)
Unit(EntityType t, int count)
Unit(EntityType t, int x, int y, int count)
setDestination(int x, int y)
getRadius()
move(long tick)
getDamage()
getSpeed()
damage(Entity ent)
getSpawnTime()
decreaseTime()
compareTo(Unit u)
getCount()
compareTo(Object t)
toString()
setTarget(Entity ent)
getCP()

ConstantLoader
units
buildings
read()
getConstant(EntityType type)

Entity
maxHealth
x,y
type

Entity(EntityType t, int x, int y)
Entity(EntityType t)
getType()
getHeight()
getWidth()
getHealth()
damageHealth(int decrease)
getX()
getY()
setPosition(int x, int y)
getPrice()
getMaxHealth()
equals(Object o)

UnitConstant
radius,cp

UnitConstant(String name,int width, int height, int health, int price, int speed, int damage, int radius, int rate, int cp)
getDamage()
getSpeed()
getRadius()
getRate()
getCP()
toString()

Display
game
loc
map
images
unitImages
SQUARE_SIZE
bType
occupied
Display(Game g, MapLocation l, Map m)
paintComponent(Graphics g)
setBuildingType(EntityType b)
drawHealth(Entity entity, Graphics g, int screenX, int screenY)

ImageLabel
on,off
t
act
f
ImageLabel(Image on, Image off, String t)
paintComponent(Graphics g)
setOn()
setOff()
getText()

ImageLoader
loadImage(String imageName)

InfoPanel
game
troops,training,comP,maxP
InfoPanel(Game game)
update()

MapReader
readMap(MapName s)
readMap(File f)

Player
flip(Player player)

Command
toReturn
label
u
args
player
Command(CommandType label, Entity u, String[] args)
Command(String str)
toString()
getPlayer()
getLabel()
getEntity()
getArgs()

FrameThreader
game
FRAME_RATE
running
FrameThreader(GameFrame game)
run()

Coordinate
yCoord
Coordinate(int x, int y)
getX()
getY()
equals(Object o)

Game
playerUnits
enemyUnits
player
resourceTick
spawn
startTime
currentSecond
money
RESOURCE_TIME
coals
buildings
enemyBuildings
MONEY_AMOUNT
STARTING_AMOUNT
infSpawn,cavSpawn,artSpawn
selected
invalids
map
starting
commands
cp,maxCP
occupied

Game(Player player, Map m)
update()
getTime()
hasTimeMoved()
getPlayer()
getMoney()
deduct(int cost)
getNumTroops()
recruit(EntityType entityType)
getInfSpawn()
getArtSpawn()
getCavSpawn()
sendCommand(Command c)
getCommand()
hasCommand()
getBuildings()
getEnemyBuildings()
getPlayerUnits()
getEnemyUnits()
getSpawnUnitType()
getSelected()
hasSelected()
select(int x, int y)
setDestination(int x, int y)
placeBuilding(EntityType t, int x, int
getOccupied()
overEnemyUnit(int x, int y)
overPlayerUnit(int x, int y)
giveCommand(Command c)
isStarting()
getMaxCP()
getCP()

MapLocation

MapLocation
globalY
xSize,ySize
dimension
menuBool
mouseY
SCROLL_AMOUNT

hasMenuSize()
getScreenX()
getScreenY()
getXSize()
getYSize()
getMouseX()
getMouseY()

updateMouse(int x, int y)
moveRight()
moveLeft()
moveUp()
moveDown()
setLocationFromMini(int x, int y)

MapLocation(Dimension screenSize, Dimension menuSize, int dimension)
setMenuSize(Dimension menuSize)

MapSelectFrame

MapSelectFrame
maps
start
MapSelectFrame(StartupFrame start)
actionPerformed(ActionEvent e)
getMap()

MiniMap

MiniMap
game
map
mapLoc
images

MiniMap(Game g,Map m, MapLocation mapLoc)
paintComponent(Graphics g)
nullMap()
setMapLoc(MapLocation m)

GameFrame

GameFrame
player
dim
UNION_UNITS
BUILDINGS
CONFED_UNITS
unitButtons
buildingButtons
game
mapLoc
buildingType
disp
SCROLL_TOLERANCE
menuPane
unitCursor
socket
client
map
scroll
running
winning
info
mini
units
building

GameFrame(Game game, Map m, Socket s)
run()
dispose()
gameOver()
running()
setWinner(boolean b)
getWinner()
createMenuBar()
actionPerformed(ActionEvent e)
repaint()
updateButtons()
mouseClicked(MouseEvent e)
setCursorIcon()
mousePressed(MouseEvent e) {}
mouseReleased(MouseEvent e) {}
mouseDragged(MouseEvent me) {}
mouseMoved(MouseEvent me)
windowOpened(WindowEvent e) {}
windowClosed(WindowEvent e) {}
windowIconified(WindowEvent e) {}
windowDeiconified(WindowEvent e) {}
windowActivated(WindowEvent e) {}
windowDeactivated(WindowEvent e) {}

Map

Map
mapValues
SMALL
MEDIUM
LARGE
EXTRA_LARGE
GRASS_ONE
GRASS_TWO
GRASS_THREE
SNOW
STONE
DIRT
SAND
WATER
CONCRETE
BRIDGE
DOCK
ROAD_BLANK
NUM_TILE_TYPES
NUM_NATURAL_TILES
NUM_ARTIFICIAL_TILES
N_BUTTON_NAMES
A_BUTTON_NAMES

spawn1
spawn2
SQUARE_SIZE
Map(int dimension)
setDefault(int defaultTerrain)
getTile(Coordinate coord)
setTile(Coordinate coord, int tile)
loadMap(int[][] map)
getDimension()
getData()
setSquareSize(int newSize)
setSpawnArea(int x1, int y1, int x2, int y2)
getSpawn1()
getSpawn2()

StartupFrame

StartupFrame
StartupFrame()
launch()
mouseClicked(MouseEvent me)
mousePressed(MouseEvent me) {}
mouseReleased(MouseEvent me) {}
mouseEntered(MouseEvent me)
mouseExited(MouseEvent me)

ClientCom

ClientCom
socket
inStream
outStream
in
out
ClientCom(Socket s)
readFromServer()
writeToServer(Command c)

TextScreen

TextScreen
text
s
TextScreen(String fileName)

MapName

MapName

GameServer

GameServer
dropDown
confirm
waitingFrame
server
runnables
lastRetrieved
command
commands
text
textArea
pane
lock
cond
map
start
PORT
GameServer(MapName map,StartupFrame start)
startup()
actionPerformed(ActionEvent e)
runServer(Player player, MapName map)
windowOpened(WindowEvent e) {}
windowClosing(WindowEvent e)
windowClosed(WindowEvent e) {}
windowIconified(WindowEvent e) {}
windowDeiconified(WindowEvent e) {}
windowActivated(WindowEvent e) {}
windowDeactivated(WindowEvent e) {}
retrieveCommand(Socket s)
addText(String line)
dispose()

TransmitRunnable

TransmitRunnable
socket
commands
server
inStream
outStream
in
out
running
TransmitRunnable(Socket s,
LinkedList<String> c, GameServer serve)
run()
readFromSocket() throws IOException
writeToSocket()
getSocket()
stop()

Runner

Runner
Main(String[] args)

CommandLabel

CommandLabel