Woo

+ numPlayer : 0
+ playerOrder
+ String playerTurn
+ troopPresent
+ victoryMargin
+ terriInfo
+ status : false
+ player[#]InitialTroop : -1
+ occupiedNorthAmerica : "none"
+ occupiedSouthAmerica : "none"
+ occupiedAsia : "none"
+ occupiedAfrica : "none"
+ occupiedEurope : "none"
+ occupiedAustralia : "none"
+ player[#]Occupied
+ player[#]TroopNum : -1
+ player[#]TerritoryNum : -1

+ main
+ startGame()
+ renderMap()
+ findTroopNum(String player)
+ subtractTroops(String player)
+ attack(int attTroops, String target, String location, String offense, String defense)
+ updateTroops(String player)
+ subtractTerritory(String player)
+ removeTerritory(String player, String territory)
+ addTroops(String player, String territory)
+ addTerritory(String player, String territory)
+ initPlaceArmNum()
+ playerColor(String player)
+ endGame()

Territory Graph

+ targetObj
+ terriGraph
+ Territories : String[] { "A04" ... "F14" }
+ TerritoryCode : String[] { "AAA" ... "FAD" }

+ validTerritory(String inputTeri)
+ main(String[] args)
+ getSize(String arr)
+ setUp()
+ convertStrToObject(String obj)
+ isConnect(String location, String target)
+ isIn(String target)
+ connectedTerr(String terrObj)

Helper

+ randomize(ArrayList<String> arr)
+ setInitalTroops(int numberPlayer)
+ troopToString(int troops)
+ territoryToString(int territorys)
+ terrToString(double percent)
+ checkString (String number)

Territory

+ territory : String[42][3]
+ connect : String[42][6]

+ getTerritoryInfo()
+ findLocation(String location)
+ troopPresent()
+ terriOccupier(String occupier)
+ troopNumber(String player)
+ territoryNumber(String player)
+ subtract(String target)
+ updateStat(String target, String offense, int numWin)
+ isVictory (String player, double winMargin)
+ occupier(String terr)
+ calcAddTroops(String player)
+ availTerr(String player)
+ occupyContinent(String continent)
+ playerOwned(String player12, String Terr)
+ validConnection(String player, String initTerritory, String finTerritory)

Territory Subclass
(A04 - F14)

curTroops : 0
occupier : null

+ getCurTroops()
+ getOccupier()

Player
(1 - 6)

numTroop : 20
occuTerr : 0
initialTroop : 20

Human

Player
(1 - 6)

numTroop : 20
occuTerr : 0
initialTroop : 20