

User Info
String : Name
int : movesMade
int : timePlayed

Game
Firefighter
Arsonist
Time
Score
Turn
int : Score

Board
int : size
Plots: List<plot>
Wind: enum
IsFinished: boolean
AdjacentTo: boolean

Plot
Vegetation
Charred: boolean
Burnturn: int
Wet: boolean
String : terrainState

Moves
Fireman: String
Arsonist: String
toColumn:
toRow:

Position
Row: int
Column: int
+ method(type): type

Fire
Burnable: boolean
Wind: enum
+ method(type): type

