Soild-pancake

var gameArea

* canvas
* start: function
  + canvas – setup
  + interval - setup
  + eventlistener
* clear: function
* stop: function

var mapGrid []

* shape
* owner
* \*terrain
* location

var unit []

* owner
* \*type
* location

function starGame:

* map obj
* unit obj
* gameArea.start()

drawing items:

function component

function updateGame

* gameArea.clear()
* display map[]
  + display units[]
* loop units[]
  + unit move