GISMO UML Class Diagram

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Game

- Battlefield: battle

+ Game()

+ void: initGame()

Battlefield

- Tile: battlefield[]

- Tank: faction1Tanks[]

- Tank: faction2Tanks[]

- Blockhouse: faction1Base

- Blockhouse: faction2Base

- String: faction1Orders

- String: faction2Orders

+ Battlefield(int, int)

+ void: generateBattlefield()

+ void: setupTeam(int, String)

+ String: tankReport(int)

+ String: objectReport(int)

+ void: loadOrders(int, String)

+ void: executeOrders()

+ void: clearOrders()

+ void: updateBattlefield()

+ int: checkVictory()

Tile

- Terrain: terrain

- Unit: unit

- int: smoke

+ Terrain(Terrain)

+ Terrain: getTerrain()

+ Unit: getUnit()

+ void: setUnit(Unit)

+ int: hasSmoke()

Terrain

- int: type

- int: move\_into

- int: see\_thru

- int: fire\_thru

+ Terrain(int, int, int, int)

+ int: getType()

+ int: canMove()

+ int: canFire()

+ int: canSee()

Blockhouse

+ Blockhouse(int, Location)

Unit

- int: health

- int: team

- Location: location

+ int: getTeam()

+ int: getHealth()

+ void: hit(int)

Tank

- int: health

- int: speed

- int: heading

- int: turret

- int: magazine

- int: rounds

- int: team

- Location: location

+ Tank(int, int, int, location)

+ void: hit()

+ int: getSpeed()

+ void: setSpeed(int)

+ int: getTurret()

+ void: turnTurret(int)

+ int: getHeading()

+ void: turnTank(int)

+ void: fire()

+ Location: getLocation()

+ void: setLocation(Location)

+ int: getTeam()

+ int: getHealth()