PlayGame

-allLivingNations : ArrayList<Nation>
-worldLivingNations : ArrayList<People>
-generator : Random

+getWorldLivingPopulation()
+getAllLivingPopulation()
+encounter()
+playOneRound()
+getWinner()

Main

+ main(): void

Nation

-nationLifePoints: int
+nationCount: int
-nationName: String
-tribes: ArrayList<Tribe>
-population: ArrayList<People>
-livingPopulation: ArrayList<People>

+isNationAlive() : Boolean
+getNationPopulation() :
+ArrayList<People>
+getNationName() : String
+ printTribeStatus() : void
+toString() : String

Tribe

-nationName : String
-tribeName : String
-tribeLifePoints : int
-members : ArrayList<People>
-livingMembers : ArrayList<People>

+Tribe(Sting nation, String tribe, int
+lifePoints)
+getLivingTribeMembers() : ArrayList
+getTribeSize() : int
+isTribeAlive() : Boolean
+getTribeLifePoints() : int
+getTribeName() : String

PeopleType

-description : String

+PeopleType (String types)
+getDescription : String

People

-personName : String
-myNation : String
-myTribe : String
-me : PeopleType
-myDescription : String
-myLifePoints : int

+People (String nation, String tribe,
+PeopleType person, int lifePoints)
+getType : PeopleType
+getTribe : String
+getNation : String
+isPersonAlive : Boolean
+getLifePoints : int
+encounterStrategy(People
otherPerson)
+reduceLifePoints(int points)