

Main
main

TankTactics (ActionListener)
buttons fieldElements currentPlayer players boosters startingTime cycleLength clock alive jury DOT
draw newLogin actionPerformed getCurrentPlayer getFieldElements getButtons getPlayers getAlive getJury setFieldElements setButtons setPlayers setAlive setJury

FieldElement (ActionListener)
color x y text button name
draw actionPerformed getX

getY
getName
getTankTactics
setButton

Tank (FieldElement)

power
shootingRange
movementRange
life
maxLife
energy
maxEnergy
votes
password

AOE
DOT
LIGHT
HEAVY
BALANCED

upgradePower
upgradeShootingRange
upgradeMovementRange
heal
upgradeMaxLife
gainEnergy
upgradeMaxEnergy
upgradeSpecial
getVote
checkPassword
hit
getPower
getShootingRange
getMovementRange
getLife
getMaxLife
getEnergy
getMaxEnergy
getType
getSpecial
upgradeMenu

AOE_Tank (Tank)

areaOfEffect

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DOT_Tank (Tank)
damageOverTime targets cyclesRemaining
newCycle

LightTank (Tank)
energyGain

HeavyTank (Tank)
armor

BalancedTank (Tank)
lifeGain

abstract Booster (FieldElement)
strength POWER SHOOTING_RANGE MOVEMENT_RANGE HEAL MAX_LIFE ENERGY MAX_ENERGY SPECIAL SHOOT JUMPER UNKNOWN HIDDEN

getStrength getType

PowerBooster (Booster)

ShootingRangeBooster (Booster)

MovementRangeBooster (Booster)

Healer (Booster)

MaxLifeBooster (Booster)

EnergySupplier (Booster)

MaxEnergyBooster (Booster)

SpecialBooster (Booster)

Shooter (Booster)

Jumper (Booster)

UnknownBooster (Booster)

HiddenBooster (Booster)