

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
```

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)