controller

- + AppStart
- + GameController
- + Main
- $+\ {\sf ViewBattleController}$
- + ViewResultsController

persistence

- + BattleMySQLPersistence
- + DataBase

domain

- + Amy
- + ArmyUnit
- + BattleField
- + Message
- + MessageBattleLog
- + MessageError
- + MessageSuccess
 - + SoldierAttackObus

 - + SoldierAttackPlane
 - + SoldierAttackRifle + SoldierAttackTank
- + SoldierAttackWrapper
- + SoldierDefenseArmor
- + SoldierDefenseHelmet
- + SoldierDefenseRun
- + SoldierDefenseTrench
- + SoldierDefenseWrapper
- + ISoldierAttack
- + ISoldierDefense

view

