Data Representations

1. Battle Map
   1. Child of map
   2. Properties/Fields
      * 1. Fog of war
2. Battle Tile
   1. Child of tile
   2. Properties/Fields
      1. Visibility by player
   3. Functions
      1. Get Neighbors
         1. Return list of neighboring tiles
3. Battle Instance
   1. Child of instance
   2. Properties/Fields
      1. Turn
4. Player
   1. Properties/Fields
      1. Units
      2. Buildings
      3. Resources
      4. Identifier
5. Buildable
   1. Properties/Fields
      1. Cost
      2. Build Time
      3. Size on map
6. Controllable
   1. Properties/Fields
      1. Visibility range
      2. Owner
      3. Size
7. Unit – Buildable
   1. Child of buildable
   2. Properties/Fields
      1. Movement range
      2. Visibility range
      3. Built at (building)
      4. Health capacity
8. Unit – Controllable
   1. Child of controllable
   2. Properties/Fields
      1. Movement range
      2. Movement status
      3. Health capacity
      4. Health current
      5. Modifiers
      6. Action status
      7. Defense Stat
      8. Offense Stat
      9. Main action range
9. Building – Buildable
   1. Child of buildable
   2. Properties/Fields
      1. Visibility range
10. Building – Controllable
    1. Child of controllable
    2. Properties/Fields
       1. Action status
11. Action
    1. Properties/Fields
       1. Actor
12. Attack – Action
    1. Child of action
    2. Properties/Fields
       1. Target
13. Wait – Action
    1. Child of action
    2. Properties/Fields
14. Utility – Action
    1. Child of action
    2. Properties/Fields
       1. Target
       2. Effect
       3. Duration
15. Human Player – Player
    1. Child of player
    2. Properties/Fields
       1. Name
16. AI Player – Player
    1. Child of player
    2. Properties/Fields
       1. Difficulty
       2. Strategy
       3. Surrender Conditions
17. Map Base
    1. Properties/Fields
       1. Dimensions
          1. X
          2. Y
       2. Tiles array
18. Tile Base
    1. Properties/Fields
       1. Contents
19. Instance Base
    1. Properties/Fields
       1. Players
       2. Map