Hex.MainCanvas

* ColorCanvas
  + ColorPath.Fill.ColorBrush
    - Color
    - ColorScaleTransform
      * ScaleX
      * ScaleY
* TerrainCanvas
  + TerrainPath.Fill.TerrainImageBrush
    - ImageSource
    - TerrainTranslateTransform
      * X
      * Y
    - TerrainScaleTransform
      * ScaleX
      * ScaleY
* NationCanvas
  + NationPath.Fill.ImageBrush
    - ImageSource
    - NationTranslateTransform
      * X
      * Y
    - NationScaleTransform
      * ScaleX
      * ScaleY
* UnitCanvas
  + UnitPath.Fill.ImageBrush
    - ImageSource
    - UnitTranslateTransform
      * X
      * Y
    - UnitScaleTransform
      * ScaleX
      * ScaleY
* StrengthCanvas
  + StrengthPath.Fill.ImageBrush
    - ImageSource
    - StrengthTranslateTransform
      * X
      * Y
    - StrengthScaleTransform
      * ScaleX
      * ScaleY
* StackedUnitCanvas
  + StackedUnitPath.Fill.ImageBrush
    - ImageSource
    - StackedUnitTranslateTransform
      * X
      * Y
    - StackedUnitScaleTransform
      * ScaleX
      * ScaleY
* ExplodeCanvas
  + ExplodePath. Fill.ImageBrush
    - ExplodeScaleTransform
      * ScaleX
      * ScaleY
* HexInfoCanvas
  + HexInfoTextBlock
    - Text

**Main Canvas Children Contains**

All Hexes Have:

* ColorCanvas
* TerrainCanvas

Hex is a Victory/Supply Hex

* NationCanvas

Hex has a single unit

* NationCanvas
* UnitCanvas
* StrengthCanvas
* ExplodeCanvas

Hex has 2 Units

* StackedUnitCanvas
* ExplodeCanvas

**Events That Trigger Changes to Hex Setup**

Beginning of the turn (All Hexes)

* TerrainCanvas.ImageSource
* ColorBrush.Color (Visible Hexes)

Board is pinched or stretched (All Hexes)

* ColorScaleTransform.ScaleX
* ColorScaleTransform. ScaleY
* TerrainScaleTransform. ScaleX
* TerrainScaleTransform. ScaleY
* NationScaleTransform. ScaleX
* NationScaleTransform. ScaleY
* UnitScaleTransform. ScaleX
* UnitScaleTransform. ScaleY
* StrengthScaleTransform. ScaleX
* StrengthScaleTransform. ScaleY
* StackedUnitScaleTransform. ScaleX
* StackedUnitScaleTransform. ScaleY
* ExplodeScaleTransform. ScaleX
* ExplodeScaleTransform. ScaleY

Unit is selected (movable hexes, attackable hexes)

* ColorBrush.Color

Unit is de-selected (movable hexes, attackable hexes)

* ColorBrush.Color

Unit enters any hex with no other unit it in

* NationCanvas added
* UnitCanvas added
* StrengthCanvas added
* ExplodeCanvas added
* ColorBrush.Color (Visible Hexes)
* NationTranslateTransform.X (nation of unit)
* NationTranslateTransform.Y (nation of unit)
* UnitTranslateTransform.X (equipment of unit)
* UnitTranslateTransform.Y(equipment of unit)
* StrengthTranslateTransform.X (strength of unit)
* StrengthTranslateTransform.Y(strength of unit)

Unit enters any hex with another unit in it

* NationCanvas dropped
* StrengthCanvas dropped
* StackedUnitCanvas Added
* ColorBrush.Color (Visible Hexes)
* StackedUnitTranslateTransform.X (equipment of other unit)
* StackedUnitTranslateTransform.Y (equipment of other unit)

Unit leaves regular hex with no other unit in it

* NationCanvas dropped
* UnitCanvas dropped
* StrengthCanvas dropped
* ExplodeCanvas dropped

Unit leaves victory/supply hex with no other unit it

* UnitCanvas dropped
* StrengthCanvas dropped
* ExplodeCanvas dropped

Game toggles between air and ground mode (All hexes with 2 units)

* UnitTranslateTransform.X (equipment of unit)
* UnitTranslateTransform.Y (equipment of unit)
* StackedUnitTranslateTransform.X (equipment of unit)
* StackedUnitTranslateTransform.Y (equipment of unit)