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| --- |
| **Ship** |
| -health: int;  -speed: int;  -capacity: int;  -strength: Damage;  -weakness: Damage;  -crew: ArrayList<Crewmate>;  -name: String;  -inventory: ArrayList<Item>; |
| +Sail();  +Repair();  +Attack();  +TakeDamage(); |

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| **Captain** |
| -gold: int;  -deckSize: int;  -cards: ArrayList<Card>;  -luck: int; |
| +PlayCard();  +AddGold();  +RemoveGold(); |

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| **Route** |
| -days: int;  -source: Island;  -destination: Island;  -dangers: ArrayList<Event>; |

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| **Island** |
| -stores: ArrayList<Store>;  -name: String;  -size: int;  -routes: ArrayList<Route>; |
| +GetStores();  +GetName();  +GetRoutes(); |

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| **Store** |
| -stock: ArrayList<Item>;  -quota: ArrayList<Item>; |
| +Buy();  +GetStock();  +GetQuota();  +Sell(); |

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| **Crewmate** |
| -health: int;  -skill: TBD  -attack: Damage;  -name: String; |
| +GetSkill();  +Attack();  +Heal(); |

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| **Event** |
| -description: String;  -name: String;  -outcome: String; |
| +GetOutcome(); |

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| **Item** |
| -name: String;  -description: String;  -size: int;  -basePrice: double;  -rarity: enum; |

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| **Card** |
| -action: enum;  -cost: int; |

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| **Cargo** |
| -modifier: enum; |

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| **Damage** |
| -name: String;  -effect: enum; |