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

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| **Item** |
| -name: String;  -description: String;  -size: int;  -basePrice: int;  -rarity: String; |
| +GetType(): ItemType; |

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| **Card** |
| -action: String;  -target: int;  -result: int;  -requirement: int;  -multiplier: double;  -priority: int; |
| +doSpecial(dice : ArrayList<integer>) : ArrayList<integer>;  +makeTransform(target: int, result: int) : void;  +makeMultiTransform(target: int, result: int, requirement: int) : void;  +makeDiceAdder(target: int, result: int, requirement: int) : void;  +makeReroll(target: int) : void;  +makeDamageAdder(target: int, result: int) : void;  +makeDamageMultiplier(target: int, multiplier: double, requirement: int) : void; |

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| **Cargo** |
| -modifyStat: Stats;  -modifyAmount: int; |
| +toString() : String;  +alterStat(player: Player, modifier: int) : Boolean; |

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| **Logbook** |
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| **ChangingButton** |
| -action: Actions;  -value: int; |
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| **Entry** |
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| **ImagePanel** |
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