**Detailed Schematic:**

* Models:

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| SquadModel |
| * PlayerId: string * SquadId: string * Armaments: List<Armament> * Abilities: List<Armament> * Items: List<Armament> * Stats: SquadStats * IsSelected: bool |
| * SquadModel(): Initializes all Armaments, Items, and Abilities with the appropriate Armament Type and ArmamentStats parameters. These are all stored inside the Armaments list for later reference |

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| TileModel |
| * AlertTokens: int * ImageLocation: string * IsActive: bool * IsAgentCIA: bool * IsAgentInterpol: bool * IsDoomsday: bool * IsFlipped: bool * IsGlobalSecurityEvent: bool * IsHQ: bool * Stats: TileStats * Success: bool * TileId: string * TileName: string (From tile type) * TileType: TileType |
| * TileModel Constructors. Three constructors. One initializes the tile with the appropriate values based on a given TileType. The second factors in the TileType and sets the tile stats requirements to the given stat values. The third considers TileType, given tile stat requirements, and the flipped tile stat requirements. |

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| PlayerModel |
| * GameId: string * PlayerId: string * PlayerName: string * PlayerType: ArmamentType * Squads: List<SquadModel> |

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| GameModel |
| * GameId: string * PlayerId: string * PlayerType: ArmamentType * Players: List<PlayerModel> * Tiles: List<TileModel> * SelectedSquadStats: SquadStats |