Province
- faction : Faction
- province : String
- troopProduction : TroopProduction
- units : ArrayList<Unit>
- taxRate : String
- farm : Farm
- road : Road
- wall : Wall
- neighbours : ArrayList<Province>
- queue : ArrayList<Infrastructure>
+ <<Create>> Province(province : String)
+ addTroop(troops : ArrayList<Troop>)
+ addUnit(troop Troop)
+ addUnit(unit : Unit)
+ addNeighbour(province : Province)
+ addQueue(infrastructure : Infrastructure)
+ removeQueue(i : Infrastructure)
+ popQueue() : ArrayList<Infrastructure>
+ setInfrastructure(buildings : ArrayList<Infrastructure>)
+ updateTroopProduction(farm : Farm)
+ generateWealth()
+ reduceMorale()
+ update()
+ trainUnit(troop : Troop)
+ buildInfrastructure(infrastructure : Infrastructure)
+ upgradeBuilding(infrastructure : String)
+ fightProvince(p : String)
+ findNeighbour(p : String) province
+ moveUnit(dest : Province, unitIndex : int)
+ getUnitsViaIndex(index : String)
+ getLowestMovementPoints(units : ArrayList<Unit>)