

Faction

- gameState : GameState
- provinces : ArrayList<Province>
- faction : String
- turn : int
- wealth : int
- double : gold

<<Create>> Faction(faction : String)

+ setTaxRate(province : String, taxRate : String)

+ addProvince(province : Province)

+ removeProvince(province : Province)

+ endTurn() : boolean

+ trainUnit(province : String, troop : String)

+ buildInfrastructure(province : String, building : String)

+ upgradeInfrastructure(province : String, building : String)

+ compareFactionName(f : Faction) Boolean

+ fightProvince(a : String, b : String)

+ moveUnit(a : String, b : String, unitIndex :String)

