**Software Engineering Project UML** By James Hicks **Enemy** +name: String +troopCount : Integer **BattleMap** +attack : Integer +defense : Integer +playerArmy : Array<Player> +mover : Integer +enemyArmy : Array<Enemy> +getName() +spawnUnits(): Integer mapNumber +setName(): String newName +movePlayer() : Integer index +getTroopCount() +viableMove() : Player movingPlayer +setTroopCount(): Integer newTroopCount +attack(): Enemy enemy, Player player +getAttack() +viableAttack(): Enemy enemy, Player player +setAttack(): Integer newAttack +endTurn() +getDefense() +enemyTurn(): Array<Enemy> enemy, Array<Player> player +setDefense(): Integer newDefense +aetMover() +setMover() : Integer newMover MainMap Login +mapsCompleted(): Integer +userName: String +playerArmy : Array<Player> +password : String +openBattleMap(): String mapName +validLogin(): String name, String pass +saveGame() +loadGame() +openRecruitment() +createAccount() player\_info Recruitment **Player** +PK username : varchar(16) +changedArmy: Array<Player> +name: String +password : varchar(16) +troopCount : Integer +levelsCompleted: int4 +attack : Integer +addTroops(): Player newRecruit +playerTroop1 : varchar(20) +defense : Integer +playerTroop2 : varchar(20) +viablePurchase(): Integer troopCost +mover : Integer +playerTroop3 : varchar(20) +playerTroop4 : varchar(20) +playerTroop5: varchar(20) +getName() +playerTroop6: varchar(20) +setName(): String newName +playerTroop7: varchar(20) +getTroopCount() +playerTroop8 : varchar(20) +setTroopCount(): Integer newTroopCount +playerTroop9 : varchar(20) +getAttack() +playerTroop10: varchar(20) +setAttack() : Integer newAttack +getDefense() +setDefense(): Integer newDefense +aetMover() +setMover(): Integer newMover