

Real Time Strategy spel op Warcraft 1

tank
soldiers
farmer

tankfabriek
barracks
command-center
tower

trees
goldmine
rivers

verschillende maps met moeilijkere opponent

```

classDiagram
    class GameBase {
        -spriteBatch: SpriteBatch
        -gDevice: GraphicsDevice
        -gManager: GraphicsDeviceManager
        -content: ContentManager
        -gameTime: GameTime
        +game: Game!
        -window: GameWindow
        -windowSize: Rectangle
        -currentScreen: Screen
        -cursor: Cursor
        +Init(game: Game): void
        +Uninit(): void
        +Update(gameTime: GameTime): void
        +Render(): void
        +setScreen(newScreen: Screen): void
        +totalGameTimeInSeconds(): int
    }
    class Cursor {
        -texture: Texture2D
        -positionX: int
        -positionY: int
        +Update(): void
        +Render(): void
    }
    class SplashScreen
    class MenuScreen
    class LoadingScreen
    class GameScreen
    class Map {
        -player1Units: List<Unit>
        -player1Buildings: List<Building>
        -player2Units: List<Unit>
        -player2Buildings: List<Building>
        -mapObjects: List<NatureObject>
        +Init()
        +Update()
    }
    class Tank
    class Soldier
    class Farmer
    class CommandCenter
    class Tower
    class Building {
        -actualHP: int
        -maxHP: int
    }
    class NatureObject {
        -actualHP: int
        -maxHP: int
    }
    class Factory
    class Barracks
    class Tree
    class GoldMine {
        -goldLeft: int
    }

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