

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: Game1
        -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
    class Tank
    class Soldier
    class Farmer
    class Building
    class NatureObject
    class Tree
    class GoldMine
    class CommandCenter
    class Tower
    class Factory
    class Barracks

    GameBase --> Cursor
    GameBase --> SplashScreen
    GameBase --> MenuScreen
    GameBase --> LoadingScreen
    GameBase --> GameScreen
    GameBase --> Map
    GameBase --> Tank
    GameBase --> Soldier
    GameBase --> Farmer
    GameBase --> Building
    GameBase --> NatureObject
    GameBase --> Tree
    GameBase --> GoldMine
    GameBase --> CommandCenter
    GameBase --> Tower
    GameBase --> Factory
    GameBase --> Barracks

    GameScreen --|> LoadingScreen
    GameScreen --|> Map
    GameScreen --|> Tank
    GameScreen --|> Soldier
    GameScreen --|> Farmer
    GameScreen --|> Building
    GameScreen --|> NatureObject
    GameScreen --|> Tree
    GameScreen --|> GoldMine
    GameScreen --|> CommandCenter
    GameScreen --|> Tower
    GameScreen --|> Factory
    GameScreen --|> Barracks

    Map --|> Tank
    Map --|> Soldier
    Map --|> Farmer
    Map --|> Building
    Map --|> NatureObject
    Map --|> Tree
    Map --|> GoldMine
    Map --|> CommandCenter
    Map --|> Tower
    Map --|> Factory
    Map --|> Barracks

    Building --|> Tank
    Building --|> Soldier
    Building --|> Farmer
    Building --|> Building
    Building --|> NatureObject
    Building --|> Tree
    Building --|> GoldMine
    Building --|> CommandCenter
    Building --|> Tower
    Building --|> Factory
    Building --|> Barracks

    NatureObject --|> Tank
    NatureObject --|> Soldier
    NatureObject --|> Farmer
    NatureObject --|> Building
    NatureObject --|> NatureObject
    NatureObject --|> Tree
    NatureObject --|> GoldMine
    NatureObject --|> CommandCenter
    NatureObject --|> Tower
    NatureObject --|> Factory
    NatureObject --|> Barracks

    Tank --|> Soldier
    Tank --|> Farmer
    Tank --|> Building
    Tank --|> NatureObject
    Tank --|> Tree
    Tank --|> GoldMine
    Tank --|> CommandCenter
    Tank --|> Tower
    Tank --|> Factory
    Tank --|> Barracks

    Soldier --|> Building
    Soldier --|> NatureObject
    Soldier --|> Tree
    Soldier --|> GoldMine
    Soldier --|> CommandCenter
    Soldier --|> Tower
    Soldier --|> Factory
    Soldier --|> Barracks

    Farmer --|> Building
    Farmer --|> NatureObject
    Farmer --|> Tree
    Farmer --|> GoldMine
    Farmer --|> CommandCenter
    Farmer --|> Tower
    Farmer --|> Factory
    Farmer --|> Barracks

    Building --|> Building
    Building --|> NatureObject
    Building --|> Tree
    Building --|> GoldMine
    Building --|> CommandCenter
    Building --|> Tower
    Building --|> Factory
    Building --|> Barracks

    NatureObject --|> Building
    NatureObject --|> NatureObject
    NatureObject --|> Tree
    NatureObject --|> GoldMine
    NatureObject --|> CommandCenter
    NatureObject --|> Tower
    NatureObject --|> Factory
    NatureObject --|> Barracks

    Tree --|> Building
    Tree --|> NatureObject
    Tree --|> Tree
    Tree --|> GoldMine
    Tree --|> CommandCenter
    Tree --|> Tower
    Tree --|> Factory
    Tree --|> Barracks

    GoldMine --|> Building
    GoldMine --|> NatureObject
    GoldMine --|> Tree
    GoldMine --|> GoldMine
    GoldMine --|> CommandCenter
    GoldMine --|> Tower
    GoldMine --|> Factory
    GoldMine --|> Barracks

    CommandCenter --|> Building
    CommandCenter --|> NatureObject
    CommandCenter --|> Tree
    CommandCenter --|> GoldMine
    CommandCenter --|> CommandCenter
    CommandCenter --|> Tower
    CommandCenter --|> Factory
    CommandCenter --|> Barracks

    Tower --|> Building
    Tower --|> NatureObject
    Tower --|> Tree
    Tower --|> GoldMine
    Tower --|> CommandCenter
    Tower --|> Tower
    Tower --|> Factory
    Tower --|> Barracks

    Factory --|> Building
    Factory --|> NatureObject
    Factory --|> Tree
    Factory --|> GoldMine
    Factory --|> CommandCenter
    Factory --|> Tower
    Factory --|> Factory
    Factory --|> Barracks

    Barracks --|> Building
    Barracks --|> NatureObject
    Barracks --|> Tree
    Barracks --|> GoldMine
    Barracks --|> CommandCenter
    Barracks --|> Tower
    Barracks --|> Factory
    Barracks --|> Barracks
  
```

Menu

New game

Credits

Exit