«trait» ControllerUtils

- + onGame(String)(Game => Result): Result
- + redirectInvalidGameId(String): Result

GameStateController

- + getGameState(String): Action[AnyContext]
- + getTerritoryData(String, Int): Action[AnyContext]
- + getTerritoriesData(String): Action[AnyContext]
- + getPlayerData(String, Int): Action[AnyContext]
- + getPlayersData(String): Action[AnyContext]
- + simulateDiceRoll(Int, Int, Int, Int, String): Action[AnyContext]

GameManager

- games: HashMap[String, Game]
- + getGameById(String): Option[Game]
- + makeNewGame(): String
- generateId(): String

Game

- + gameld: String
- + turn: Int
- + board: Board
- lobbiedPlayers: ArrayBuffer[String]
- + players: Seq[Player]
- + gameState: GameState
- + addPlayerToLobby(String)
- + startAssignment(): Unit

GameController

- + testGame(Int): Action[AnyContext]
- + index(): Action[AnyContext]
- + createGame(): Action[AnyContext]
- + joinGame(): Action[AnyContext]
- + startAssignment(String): Action[AnyContext]
- + startPlay(String): Action[AnyContext]
- + showGame(String, Option[String]): Action[AnyContext]
- + endTurn(String): Action[AnyContext]
- + addArmiesToTerritory(String, Int, Int): Action[AnyContext]

«object» **JoinForm** + form: Form[JoinRequest] + validateName(String): Boolean «case class» **JoinRequest** + id: String + playerName: String

«trait» GameState «case object» Lobbying

- «case object» Running
- «case object» Assigning
- «case class»

Finished(Player)

Board

- + territories: Map[Int, Territory]
- + setArmyCount(Int, Int): Unit

«case class» Territory

- + id: Int
- + name: String
- + parent: String
- + armies: Int
- + owner: Option[Player]
- + updateAfterAttack(Int, Territory): Unit

Player

- + name: String
- + armies: Int
- + gameld: String
- + numberOfTerritories: Int
- + armiesAwarded: Int
- + awardArmies(Board): Unit

«object» Game

- + idLength: Int
- + resolveBattle(Int, Int, Territory, Territory): BattleResults + rollDice(Int): Seq[Int]

«case class» BattleResults

- + attackerRolls: Seq[Int] + defenderRolls: Seq[Int] + attackerLost: Int + defenderLost: Int

«object» Territory

- + territoryData: Map[Int, TerritoryInfo] + territoriesInContinent: Map[String, Int] + continentRewards: Map[String, Int]

«case class» TerritoryInfo

- + name: String + parent: String + adjacencies: List[Int]