

Command
Interface

Méthodes

- canDo*
- execute*
- undo*

Undoable
Interface

Méthodes

- redo*
- undo*

Player
Interface

Race
Interface

Méthodes

- getVictoryPoints*
- hasUnits*

Unit
Interface

Méthodes

- attack*
- canAttack*
- getVictoryPoints*
- moveTo*

Game
Interface

Méthodes

- endGame*
- getCurrentPlayer*
- getWinner*

CreateMap
Interface

Méthodes

- create*

Map
Interface

Méthodes

- createMap*

Tile
Interface

Méthodes

- available*