Monobehavior

+Start()
+Update()

Unity base class for all GameObjects.

Allows an object to be part of a Unity Scene.

Agent

#Start()
#Update()

All GameObjects that can be interacted with are Agents.

MovingAgent

Navigation
-NavMeshAgent _navMeshAgent
-Queue<Vector3> _destinations
Health
#Float _health
#Float _maxHealth

+SetDestination(Vector3)
+EnqueueDestination(Vector3)

#ResetHealth()

-ClearDestinations()

NonmovingAgent

MilitaryUnits attack Agents.

ResourceDeposit

-Resource.ResourceType _type
-Float _resourceCount

-WithdrawResource(Float): float

ResourceCollector

-Float[] _resourceCounts

-DepositResource(Float):float

Trees may be deposits for a wood resource type.

Mines may be deposits for a iron resource type.

Citizen

-Float _withdrawAmountPerAttempt
-Resource.ResourceType _type
-Float _currentResourceCount
-Float _maxResourceCount

+WithdrawResource(ResourceDeposit)
+DepositResource(ResourceCollector)

MilitaryUnit

DropOffPoint

-Resource.ResourceType _type

-WithdrawResource(Float): float

Citizens move resources from DropOffPoints to UnitProducers.

UnitProducer

-_resourceCounts = Float[Resoure.ResourceType.Length]

+ProduceUnit(UnitType)

Many different military units will inherit from the MilitaryUnit base class.