Team Athens

Settlement Management Model classes

* <<Abstract>> MapGenerator
  + Desert, Forest, Tundra, Grassland
* TerrainItems
* Map
* <<Abastract>> Building
  + TownCenter, Temple
* Artificial Intelligence
* <<Abstract>>Agent
  + Collector, Warrior, Priest
* Interact
* Click
* <<Abstract>>Resources
  + Gold, Wood, Water, Food, Favor