Logical View

* Object
* Universe
* planet
* wormhole
* asteroid field
* Station ( established always close to any universe object )
* Planet base
* Ships
* Mothership ( have terraforming laser )
* Frigate
* Fighters
* Cruiser
* Capital
* Titan
* Person
* Colony
* Organisation
* Faction
* Corporation
* Alliance (can be at any level (faction, corp , empire etc .. )
* Empire ( There are difference between corp and empire )
* Country
* Diplomacy
* Mission
* Reunion
* Council
* Spy game
* Culture rising
* Religion
* Other
* Research
* Trade
* Industry
* Key people
* Commandant
* Scientist
* Preacher
* Diplomat

Class Design

*People*

* Properties

Name (modifiable by user), descriptionID , matricule , role

* Methods

Kill

* States
* Actions

*Organization*

* Properties
* Methods
* States
* Actions

*Faction : Organization*

* Properties
* Methods
* States
* Actions

*Corporation : Organization*

* Properties
* Methods
* States
* Actions

*Empire : Organization*

* Properties
* Methods
* States
* Actions

*Country : Organization*

* Properties
* Methods
* States
* Actions

*Alliance : Organization*

* Properties
* Methods
* States
* Actions

*Colony*

* Properties
* Methods
* States
* Actions

**Recherche Technique**

*TechTree*

* Properties
* Methods
* States
* Actions

*TechTreeNode*

* Properties
* Methods
* States
* Actions

*ResearchField*

* Properties
* Methods
* States
* Actions

Remarque :

**Recherche Technique**

**Recherche Technique**

**Recherche Technique**

**Recherche Technique**

**Recherche Technique**