

Battle
winner boolean
civilizationArmy set(MilitaryUnit)
enemyArmy set(MilitaryUnit)
armies set(set(MilitaryUnit))
desarrolloBatalla set(String)
initialCostFleet set(set(int))
initialNumberUnitsCivilization int
initialNumberUnitsEnemy int
wasteWoodIron set(int)
enemyDrops set(int)
civilizationDrops set(int)
resourcesLooses set(set(int))
initialArmies set(set(int))
actualNumberUnitsCivilization set(int)
actualNumberUnitsEnemy set(int)
startBattle()
getEnemyGroupAttacker()
getCivilizationGroupAttacker()
getDefenderGroup()
getArmyQuantity()
getArmyQuantities()
getInitialCostFleet()
getBattleCost()
getBattleDevelopment()
initialArmies()
fleetResourceCost()
updateResourcesLooses()
generateWaste()
addDropUnit()
remainderPercentageFleet()
resetArmyArmor()

Civilization
id int
name String
technologyDefense int
technologyAttack int
wood int
iron int
food int
mana int
buildings int
battles int
army set(MilitaryUnit)
setters
getters
newBuilding()
newUnit()
upgradeTechnologyDefense()
upgradeTechnologyAttack()
printStats()
updateResourceGeneration()
generateResourcePerSecond()
gainExperience()
sanctifyGroup()

<<interface>>
Variables
Variables Constantes

MilitaryUnit
attack()
takeDamage(int damage)
getActualArmor()
getFoodCost()
getWoodCost()
getIronCost()
getManaCost()
getChanceGeneratingWaste()
getChanceAttackAgain()
resetArmor()
setExperience(int n)
getExperience()
sanctify()
setBaseDamage(int damage)
getSanctified()

