

RiskView	
<ul style="list-style-type: none"> • Main program file • Initializes MainView, RiskModel, RiskController 	<ul style="list-style-type: none"> • RiskModel • MainView • RiskController

Card	
<ul style="list-style-type: none"> • Knows card name • Knows image location • Knows card type 	<ul style="list-style-type: none"> • Player • CardType

CardType	
<ul style="list-style-type: none"> • Enum for 3 card types 	<ul style="list-style-type: none"> • Card • Player

CardUtility	
<ul style="list-style-type: none"> • Initializes list of all cards 	<ul style="list-style-type: none"> • Card • RiskModel

NameGenUtility	
<ul style="list-style-type: none"> • Generates random name from list 	<ul style="list-style-type: none"> • RiskController

RiskController	
<ul style="list-style-type: none"> • Communicates between RiskModel and MainView 	<ul style="list-style-type: none"> • RiskModel • MainView

RandomAITurnHandler	
<ul style="list-style-type: none"> • Plays turn for easy (random) AI 	<ul style="list-style-type: none"> • RiskController

StackerAITurnHandler	
<ul style="list-style-type: none"> • Plays turns for hard (non-random) AI 	<ul style="list-style-type: none"> • RiskController

DiceUtility	
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<ul style="list-style-type: none"> • Handles and outputs dice rolls 	<ul style="list-style-type: none"> • RiskModel
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RiskModel	
<ul style="list-style-type: none"> • Knows player order • Knows territory web • Knows deck of risk cards • Handles army movements/attacks • Handles turns 	<ul style="list-style-type: none"> • RiskController • Player • Territory • Card

AIPlayer	
<ul style="list-style-type: none"> • Extends Player • Knows difficulty 	<ul style="list-style-type: none"> • Player

Difficulty	
<ul style="list-style-type: none"> • Enum for AI difficulties 	<ul style="list-style-type: none"> • AIPlayer

HumanPlayer	
<ul style="list-style-type: none"> • Extends Player 	<ul style="list-style-type: none"> • Player

Player	
<ul style="list-style-type: none"> • Abstract class • Knows color • Knows name • Knows number armies to add • Knows cards 	<ul style="list-style-type: none"> • Territory • Card • RiskModel • AIPlayer • HumanPlayer

PlayerColor	
<ul style="list-style-type: none"> • Enum for 6 player colors 	<ul style="list-style-type: none"> • Player

ContinentChecker	
<ul style="list-style-type: none"> • Knows which territories are in each continent 	<ul style="list-style-type: none"> • Player • Territory

Territory	
<ul style="list-style-type: none"> • Knows name • Knows names of adjacent territories • Knows owner • Knows number of armies 	<ul style="list-style-type: none"> • Player

TerritoryUtility	
<ul style="list-style-type: none"> • Initializes web of territories 	<ul style="list-style-type: none"> • RiskModel • Territory

TerritoryVisuals	
<ul style="list-style-type: none"> • Indirectly connects territory objects to view • Knows territory button • Knows territory name • Knows territory icon/armies 	<ul style="list-style-type: none"> • RiskController

MainView	
<ul style="list-style-type: none"> • Contains gameboard design 	<ul style="list-style-type: none"> • RiskView