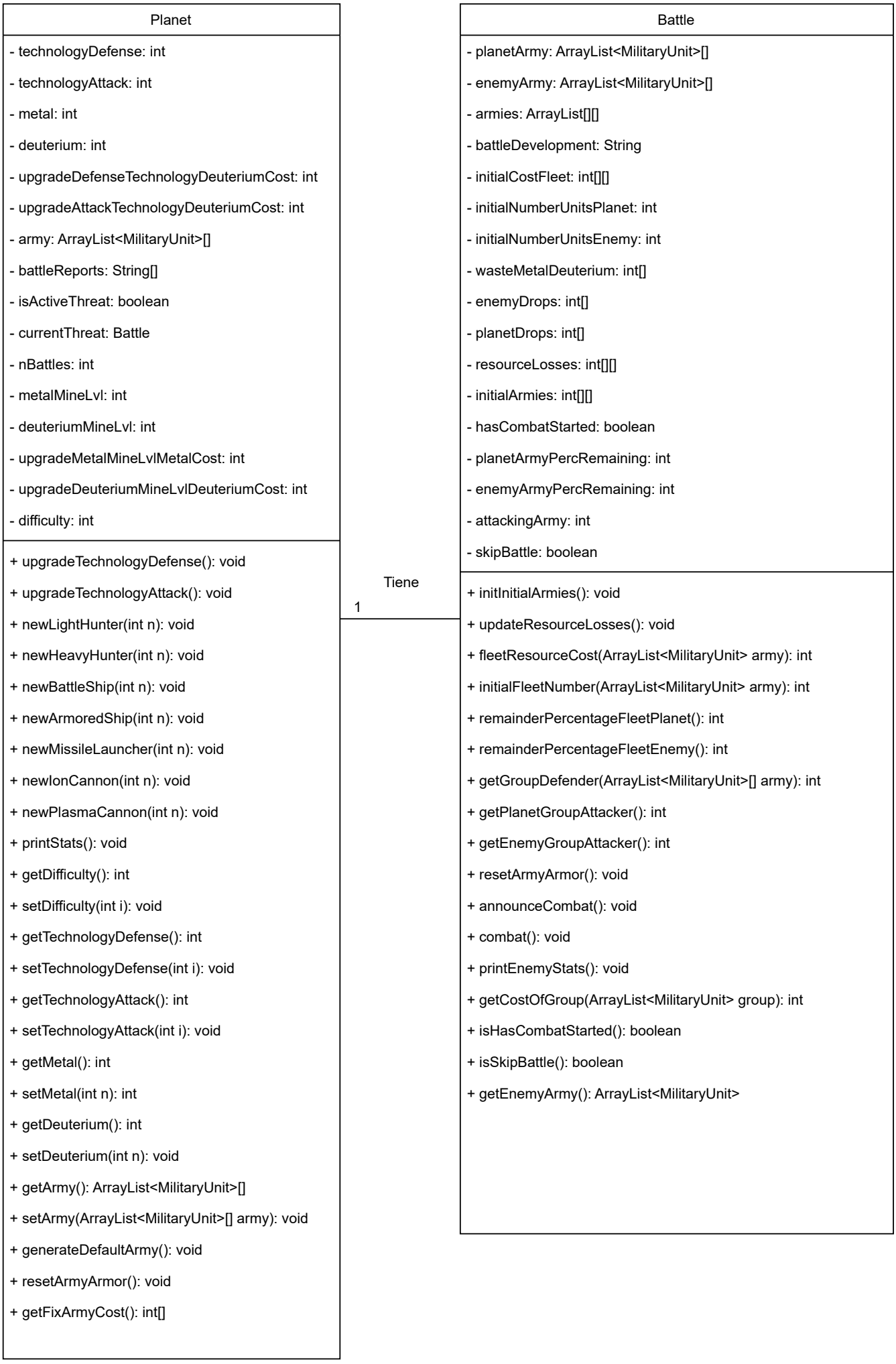
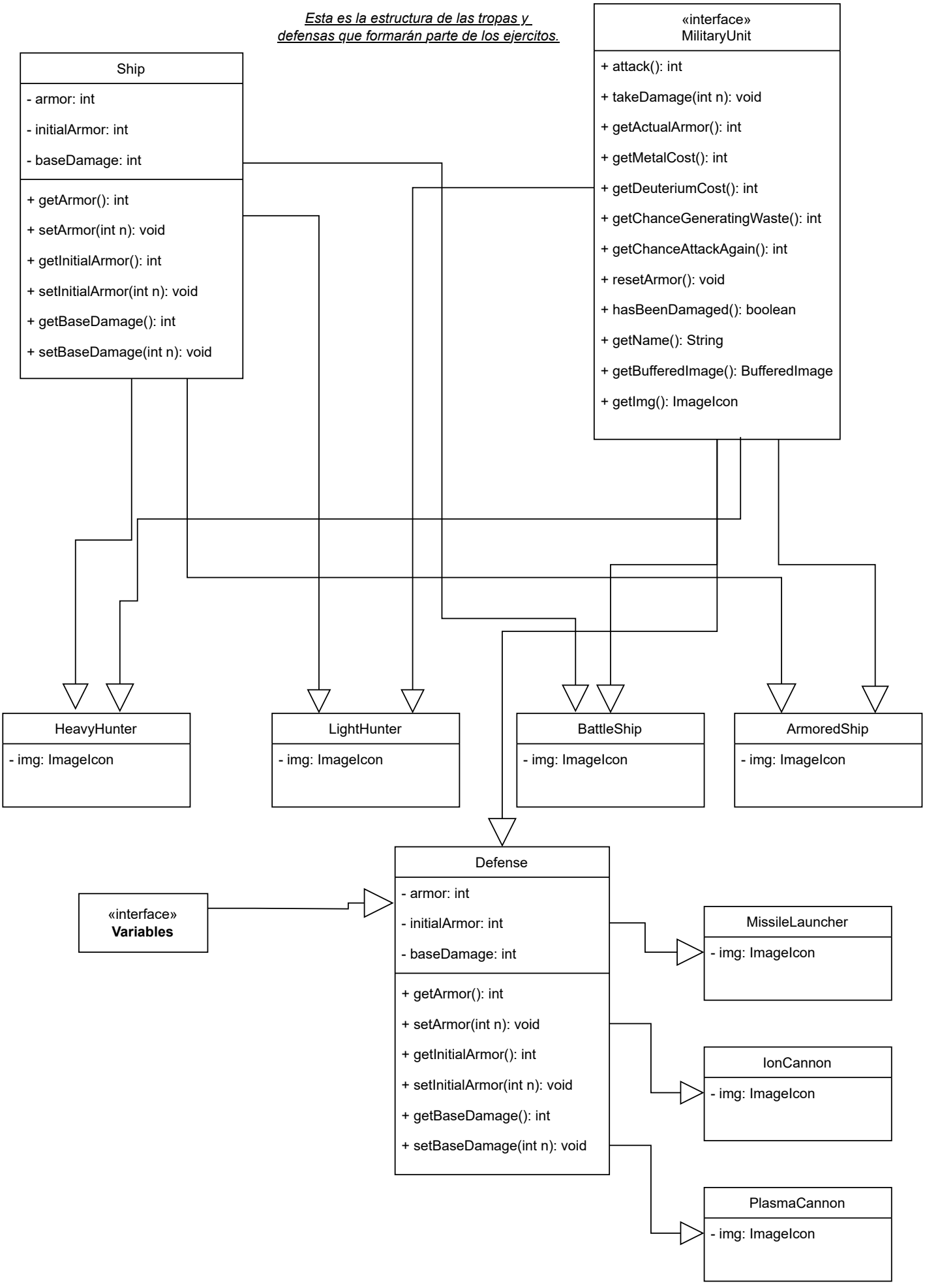
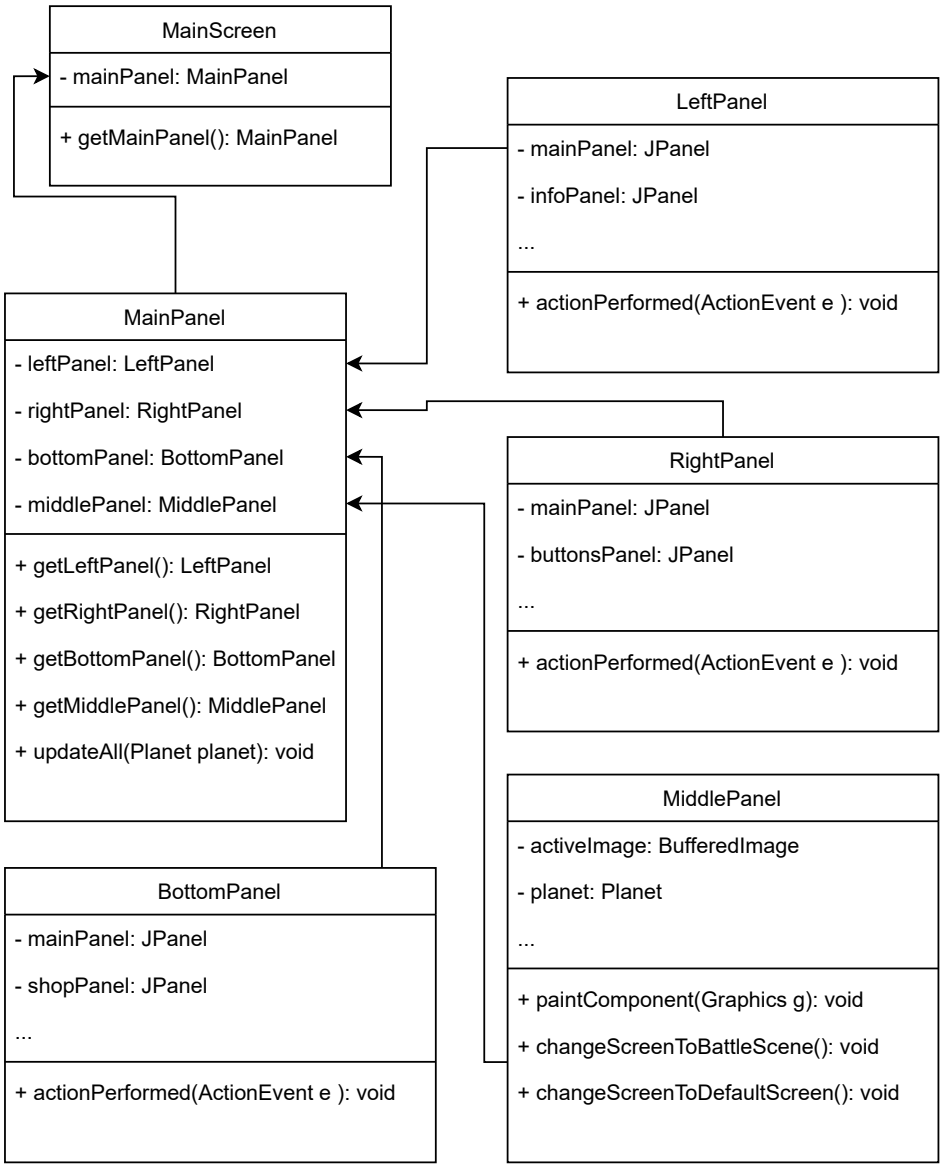

Planet
- technologyDefense: int
- technologyAttack: int
- metal: int
- deuterium: int
- upgradeDefenseTechnologyDeuteriumCost: int
- upgradeAttackTechnologyDeuteriumCost: int
- army: ArrayList<MilitaryUnit>[]
- battleReports: String[]
- isActiveThreat: boolean
- currentThreat: Battle
- nBattles: int
- metalMineLvl: int
- deuteriumMineLvl: int
- upgradeMetalMineLvlMetalCost: int
- upgradeDeuteriumMineLvlDeuteriumCost: int
- difficulty: int
+ upgradeTechnologyDefense(): void
+ upgradeTechnologyAttack(): void
+ newLightHunter(int n): void
+ newHeavyHunter(int n): void
+ newBattleShip(int n): void
+ newArmoredShip(int n): void
+ newMissileLauncher(int n): void
+ newIonCannon(int n): void
+ newPlasmaCannon(int n): void
+ printStats(): void
+ getDifficulty(): int
+ setDifficulty(int i): void
+ getTechnologyDefense(): int
+ setTechnologyDefense(int i): void
+ getTechnologyAttack(): int
+ setTechnologyAttack(int i): void
+ getMetal(): int
+ setMetal(int n): int
+ getDeuterium(): int
+ setDeuterium(int n): void
+ getArmy(): ArrayList<MilitaryUnit>[]
+ setArmy(ArrayList<MilitaryUnit>[] army): void
+ generateDefaultArmy(): void
+ resetArmyArmor(): void
+ getFixArmyCost(): int[]
Tiene
1
Battle
- planetArmy: ArrayList<MilitaryUnit>[]
- enemyArmy: ArrayList<MilitaryUnit>[]
- armies: ArrayList[][]
- battleDevelopment: String
- initialCostFleet: int[][]
- initialNumberUnitsPlanet: int
- initialNumberUnitsEnemy: int
- wasteMetalDeuterium: int[]
- enemyDrops: int[]
- planetDrops: int[]
- resourceLosses: int[][]
- initialArmies: int[][]
- hasCombatStarted: boolean
- planetArmyPercRemaining: int
- enemyArmyPercRemaining: int
- attackingArmy: int
- skipBattle: boolean
+ initInitialArmies(): void
+ updateResourceLosses(): void
+ fleetResourceCost(ArrayList<MilitaryUnit> army): int
+ initialFleetNumber(ArrayList<MilitaryUnit> army): int
+ remainderPercentageFleetPlanet(): int
+ remainderPercentageFleetEnemy(): int
+ getGroupDefender(ArrayList<MilitaryUnit>[] army): int
+ getPlanetGroupAttacker(): int
+ getEnemyGroupAttacker(): int
+ resetArmyArmor(): void
+ announceCombat(): void
+ combat(): void
+ printEnemyStats(): void
+ getCostOfGroup(ArrayList<MilitaryUnit> group): int
+ isHasCombatStarted(): boolean
+ isSkipBattle(): boolean
+ getEnemyArmy(): ArrayList<MilitaryUnit>

Esta es la estructura de las tropas y defensas que formarán parte de los ejercitos.



GUI



Estos frames se instancian desde los paneles superiores a través de botones