

## ConquestUpdate

- borders: int[]
- exploredNodes : Map<UUID, Integer>
- mapList : List<MapNode>
- robotNames : Map<UUID, String>
- robots : Map<UUID, RobotStatus>

- + ConquestUpdate(List<MapNode>, int[], Map<UUID, RobotStatus>)
- + clone()
- + getBorders()
- + getExploredNodes(UUID)
- + getMapList()
- + getRobotName(UUID)
- + getRobotStatus()
- + getRobotStatus(UUID)
- + setBorders(int[])
- + setExploredNodes(UUID, int)
- + setMapList(LinkedList<MapNode>)
- + setRobotStatus(UUID, RobotStatus)