



App

- **App**: This class initializes the application by creating a new **GameUI** instance.

Views

- **GameUI**: The class handles the command line user interface for the game, including the map editor, start-up phase and gameplay phase.

Controllers

- **GameEngine**: This class is responsible for managing the game map, players, issuing orders, executing orders and their interactions in a game.

Models

- **GameMap**: This class contains data and functions to retrieve and manipulate game map properties such as countries and continents
- **Continent**: This class represents a continent in a game, with properties continent ID, name, list of countries, list of neighboring countries, and bonus points.
- **Country**: This class represents a country in a game, with properties country ID, name, continent ID, army count, and owner.
- **Player**: This class represents a player in a game, with properties name, countries owned, orders, and leftover armies.
- **Order**: This class represents an order in a game, with properties of the player, order type, country ID, and the number of armies.

Utils

- **MapReader**: This class reads a map file and initializes continents and countries.
- **MapEditor**: This class operates on the current game map, adding and removing game map elements.
- **MapDisplay**: This class populates and formats a table to display information about countries, continents, players, and neighboring countries on a game map.
- **MapValidator**: This class provides methods to validate a game map by checking for various conditions such as empty map, non-existent continents or neighbors, self-referencing neighbors, inaccessible countries, and disconnected continents.
- **CommandInterpreter**: This class provides methods to extract the main command and argument list from a given command input.
- **Constants**: This class contains various constant values used throughout the code.
- **Reinforcements**: This class contains methods to reinforce armies for each player.

Exceptions

- **ApplicationException**: This class is a custom exception class that wraps all checked standard Java exceptions and can be used to handle risk-game-specific errors in Java.