Woo
+   Terrain[][] field
+   Unit[][] units
+   Scanner input
+   String alphabet
+   String[] playerNames
+   int[] playerStrengths
+   int current
+   String message
+   String[] directions
+   void main(String[] args)
+   void start(boolean isRandom)
+   void pickScenario()
+   void generateRandom()
+   void manual()
+   void runTurn()
+   void menu()
+   void playerParser(String com)
+   void printField()
+   void clear()

Tiles
String name
String symbol
+   String getSymbol()
+   String getName()

is a   is a

Unit
int hp
int strength
int weapon
String viableTerrain
int attackRange

Terrain
String name
String symbol
String description
+   String getName()

int moveRange
String name
String symbol
int owner
+ int getHp()
+ int getOwner()
+ String getName()
+ int getStrength()
+ void takeDmg(int dmgs)
+ boolean attack(int myRow, int myCol, int attRow, int attCol, Unit [][] inputArray)
+ boolean isLegalMove(int checkRow, int checkCol, Unit[][] inputArray, Terrain[][] inputTerrain)
+ boolean move(int travelDir, int row, int col, Unit[][] inputArray, Terrain[][] inputTerrain)
+ String getSymbol()

+ String getSymbol()
+ String getDescription()

is a

is a

Infantry	Navy	Artillery
+ Infantry()	+ Navy()	+ Artillery()
+ Infantry(int newOwner)	+ Navy(int newOwner)	+ Artillery(int newOwner)
+ boolean isLegalMove(int checkRow, int checkCol, Unit[][] inputArray, Terrain[][] inputTerrain)	+ boolean isLegalMove(int checkRow, int checkCol, Unit[][] inputArray, Terrain[][] inputTerrain)	+ boolean isLegalMove(int checkRow, int checkCol, Unit[][] inputArray, Terrain[][] inputTerrain)
+ boolean move(int travelDir, int row, int col, Unit[][] inputArray, Terrain[][] inputTerrain)	+ boolean move(int travelDir, int row, int col, Unit[][] inputArray, Terrain[][] inputTerrain)	+ boolean move(int travelDir, int row, int col, Unit[][] inputArray, Terrain[][] inputTerrain)

Land	Sea
+ Land()	+ Sea()

Scenarios
+   Void stringTofield(String prefield, Terrain[][] field)
+   Unit unitPicker(String type, int owner)
+   Boolean pick(String scen, Terrain[][] field, Unit[][] units)