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
# Strin	g name
# Strin	g symbol
+	String getSymbol()
+	String getName()



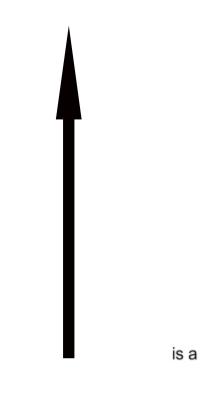


Terrain	
# String name	
# String symbol	
# String description	
+ String getName()	

# int mo	veRange	
# String name		
# String	symbol	
# int ow	ner	
+	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()	
	is a	

+	String	getSymbol()
•	Ourng	gctoyinbol()

+	String	getDescription()
---	--------	-----------------	---



Infantry	Navy
+ Infantry()	+ Navy()
+ Infantry(int newOwner)	+ Navy(int newOwner)
+ 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)

Land	Sea
+ Land()	+ Sea()