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	
+	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()