Team AdjacentSeats APCS pd 5

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| **Woo** |
| * Terrain[][] terrainLayer |
| * Unit[][] unitLayer |
| * void main(String[] args) |
| * void start() |
| * void runTurn() |
| * void menu() |
| * void playerParser() |

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| ***Tiles*** |
| # String name |
| # String symbol |
| * String getSymbol() |
| * String getName() |

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| |  | | --- | | ***Unit*** | | # int strength | | # int weapon | | # String[] viableTerrain | | # int attackRange | | # int moveRange | | * String getName() | | * int getStrength() | | * int attack(Unit beingAttacked) | | * boolean isLegalMove(int checkRow, int checkCol, Unit[][] inputArray | | * int move(int, travelDir int row, int col, Unit[][] inputArray ) | | * String getSymbol() | | |  | | --- | | ***Terrain*** | | # String description | | * String getName() | | * String getSymbol() | | * String getDescription() | |

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| |  |  | | --- | --- | | **Infantry** | **Navy** | | * Infantry() | * Navy() | | |  |  | | --- | --- | | **Land** | **Sea** | | * Land() | * Sea() | |

\* “Infantry”, “Navy”, “Land”, and “Sea” are model subclasses. More units and terrain features will be added if time permits.