



Map Controller

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|--------------------------|--|
| BasicInfoController | edit the basic information of the map |
| ContinentController | create/update/delete a continent in a map |
| CountryController | create/update/delete a country in a map |
| ConnectionController | create/update/delete a country connection in a map |
| MapEditorController | initiate the related function after the user click a button on map editor view |
| MapEditorStartController | open the map editor window |

Map View

| | |
|-------------------|--|
| BasicInfoView | defines the window to show/edit the basic information of the map |
| ContienentView | defines the window to create/edit a continent in the map |
| CountryView | defines the window to create/edit a country in the map |
| ConnectionView | defines the window to edit/delete a connection in the map |
| MapContinentPanel | defines the panel for showing continents information of the map |
| MapCountryPanel | defines the panel for showing countries information of the map |
| MapEditorView | defines the window for the map editor, it is the observer of the map model |

Map Model

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|-----------|---|
| Continent | defines a continent |
| Country | defines a country |
| Map | defines a map. It is a observable object. |

Game Controller

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|-------------------------|--|
| GameStartController | start the game |
| PlayerSetUpController | start the setup phase of the player |
| ReinforcementController | start the Reinforcement phase of the game |
| AttackController | start the Attack phase of the game |
| FortificationController | receive player action and call methods from correspondence model |

Game View

| | |
|-----------------------------|--|
| BasicView | defines the start window for the program |
| StateView | defines the general window |
| PlayerSetupView | defines the window for the set up of the players |
| ReinforcementView | defines the window for the reinforcement phase of the game |
| AttackView | defines the window for the attack phase of the game |
| FortificationView | defines the window for the fortification phase of the game |
| CardExchangeView | defines the window for exchanging cards |
| EndGameView | defines the window for end of game |
| PlayerWorldDomainView | defines the window for player domain the world |
| StartTournamentListener | defines the window for starting tournament |
| TournamentSetupView | defines the window for setup tournament |
| TournamentChooseMapListener | defines the window for choosing map in tournament |

Game Model

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|------------|--|
| GameState | keep track all the information of the game |
| Player | defines a player and its actions |
| Army | defines an army |
| Card | defines a card |
| Dice | defines a dice and its actions |
| Strategy | creates interface for strategy pattern |
| Human | Implement Human strategy |
| Aggressive | Implement Aggressive strategy |
| Benevolent | Implement Benevolent strategy |
| Random | Implement Random strategy |
| Cheater | Implement Cheater strategy |