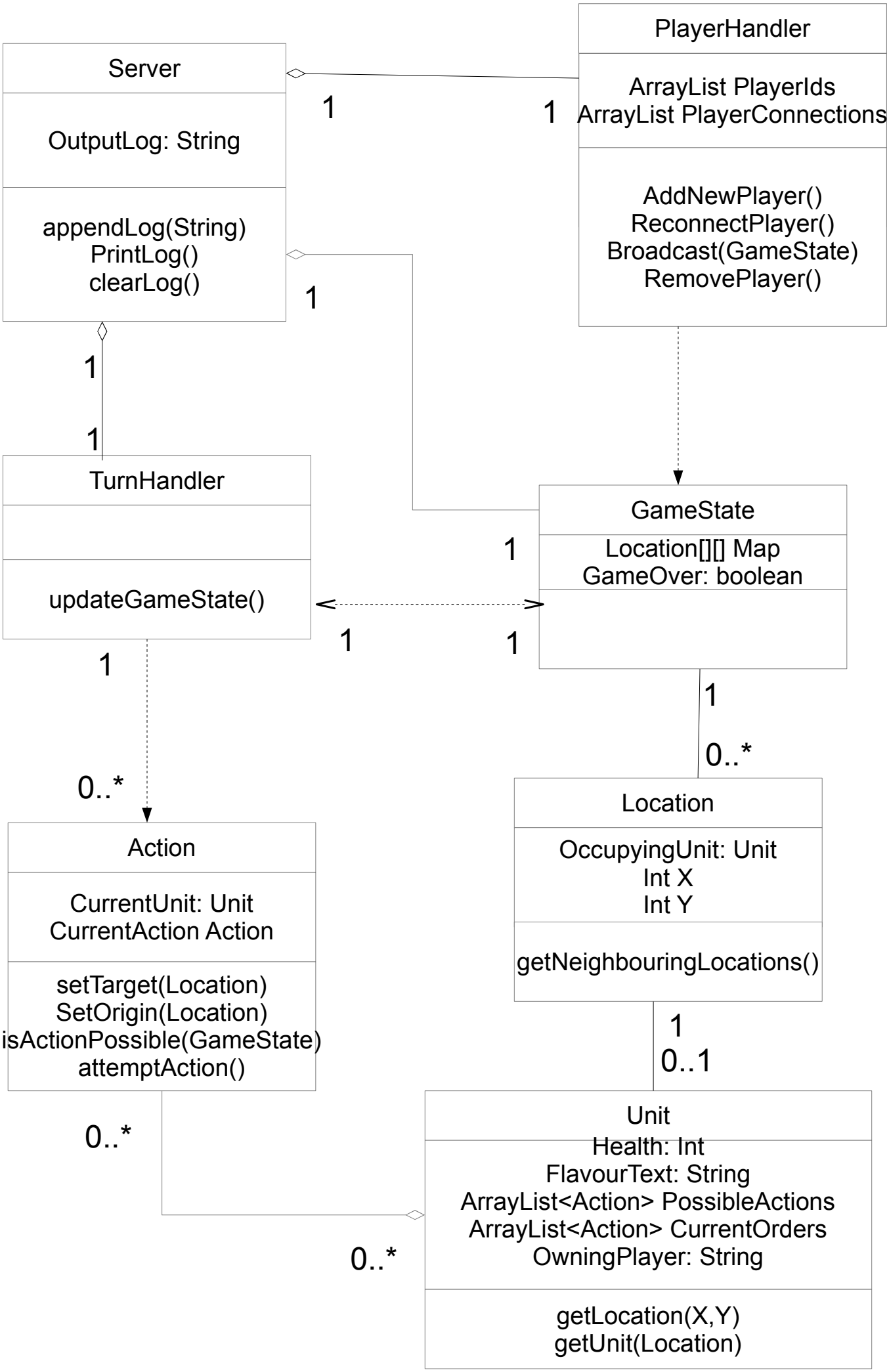
Server
OutputLog: String
appendLog(String)
PrintLog()
clearLog()
PlayerHandler
ArrayList PlayerIds
ArrayList PlayerConnections
AddNewPlayer()
ReconnectPlayer()
Broadcast(GameState)
RemovePlayer()
TurnHandler
updateGameState()
GameState
Location[][] Map
GameOver: boolean
Action
CurrentUnit: Unit
CurrentAction Action
setTarget(Location)
SetOrigin(Location)
isActionPossible(GameState)
attemptAction()
Location
OccupyingUnit: Unit
Int X
Int Y
getNeighbouringLocations()
Unit
Health: Int
FlavourText: String
ArrayList<Action> PossibleActions
ArrayList<Action> CurrentOrders
OwningPlayer: String
getLocation(X,Y)
getUnit(Location)
1
1
1
1
1
1
1
1
1
0..*
0..*
1
0..1
0..*
0..*