

1.State of the game (state package)

Civ_State : contains the whole state of a civilization 3 game ; a set of array or list of basic elements, as well as functions to manipulate this state .Typically, the Civ_State object is initialised from a civ 3 scenario file (see Civ_Loader object) ; its evolution is managed by a Civ_Ruler object.

City : basic element representing a city .

Building: basic element representing a building (ex : palace, temple, etc..).

Citizen: basic element representing a kind of citizen (ex : travailleur, amuseur, etc..).

Culture: basic element representing a level of culture .

Game: basic element representing the game's parameter .

Good: basic element representing a specific good (ex: wheat, iron, horse, etc..) .

Government: basic element representing a kind of government (ex: monarchie, république, etc..) . .

Leader: basic element representing a player .

Proto: basic element representing a prototype of unit (ex: Warrior, Archer) .

Race: basic element representing a civilisation (ex: Romain, Égyptiens ..) .

SLOC: basic element representing a starting position.

Tech: basic element representing a technology (ex: Iron Working) .

Terrain: basic element representing a kind of de terrain (ex: Plaine, Océan, Mountain) .

Tile: basic element representing a part of the map .

Unit: basic element representing a military unit .

2. Playing of the game (ruler package)

CityValue: computation on City object ; allows to determine the accroissement of ressources, the corruption, etc.. for a city.

TileValue: computation on Tile object ; allows to determine the value (food, shield, gold) of a tile.

Civ_Ruler : interface to manage the course of the game according to the orders of the players

Civ_RulerClassic: implementation of Civ_Ruler for local game

Civ_Command : interface to describe a command of the game .

Civ_CommandEndOfTurn : implementation of the command «end of turn »

Civ_CommandMoveUnit : implementation of the command « move unit»

Civ_CommandUnitAction : implementation of the command « unit action »

3.Management of CIV3 ressources (ressource package)

Civ_Config: linked to the file « civ_java.conf » : general setup from the user . Autodétection of the civ3 install path , reading from the Windows registry (see package registry.jar)

Civ_Ressource : contains the acces to the multimédias ressource (picture, animations, text, sound) of civilization 3.

Blast: decompresses data compressed by the PKWare Compression Library .(ex : BIQ, BIX file)

Civ Loader : initialize a Civ_State object from a civ3 scénario(ex : BIC,BIQ, BIX file)

My_FLIC : loading of FLC file (civ3 animations)

Civ_Animation: an animation managed by an array of BufferedImage

AnimationCache: memory cache for acces en search of civ3 animations .

My_PCX : loading of PCX file (civ3 bitmap picture)

My_Toolkit : miscelleaneous fonctions (picture modification, text output ...)

Civilopedia : not yet done. Will allow to parse the civilopedia.txt file

4. Graphical Interface (gui package)

The graphical interface of Civ-java is build on the Java2D library (for the drawings) and the Swing library (for the user input)

Civ_Main: main class of the graphica client .

ScenarioFilter : R.A.S

SwingWorker: R.A.S

Civ_Frame: extension of JFrame, allow for fullscreen.

Civ_Screen: Extension of JPanel, basis for a civ3 screen.

Civ_Console : extension of JPanel . Display a console with debug informations.

Main_Screen: display the main screen of civ3 .

Civ_Panel : display the view on civ3 map (used by Main_Screen and City_Screen).

Civ_PanelEvent: définit un événement sur une case (Tile) de la carte

Civ_PanelEventListener : see Civ_PanelEvent

Civ_MiniMap : en cours de développement (mini carte en bas à gauche dans civ3)

Civ_Draw : contains all the necessary functions to draw a view of the map from a Civ_State object and a Civ_Resource object

City_Screen : display the city managing screen.

My_AnimationIcon : allow to convert a Civ_Animation into a Swing Icon

My_Icon : allow to convert a civ3 picture into a Swing Icon

My_Button : allow to convert a civ3 picture into a Swing JButton