

Cell	
Stores the state (contains a part of tank or not) of each cell	
Knows whether the cell is a hit or miss or has not been shot	
Knows the location of each cell	

Tank	
Stores the state of each cell of one tank	Cell
Knows the number of undamaged tank cells	Tetromino
Knows the number of tanks	

Tetromino	
Generates four random cells for a tank	Cell
Stores the location for each tank cells	

GameBoard	
shows a table of what is known about the game-board so far	Enemy
shows the remaining structural integrity of the user's fortress	User
Knows user input for the target cell	Cell
shows the user hit or miss	
show much damage is suffered for each enemy shot	
shows the winning message if the user wins.	
shows the complete game-board at the end and the losing message if the user loses.	

User	
Knows the remaining structural integrity of the user's fortress	
Knows whether the user loses	

Enemy	
Knows the remaining number of tanks	Tank
Knows how much damage each tank can cause	