

Player

- knows fortress structure left

Tetromino

- knows possible tetromino shapes

BoardLocation

- knows it has a tank cell or not
- knows it has been attacked or not
- knows its coordinates on board, row and col

Tank

- knows its cells
 - knows its attack damage
 - knows its identity
- BoardLocation

GameBoard

- knows its size
 - knows all the locations
 - creates locations
 - has tanks
- BoardLocation
 - Tank

BoardMaker

- creates game board
- creates tanks via tetromino

- Tetromino

MoveProcessor

- validate received moves
- updates game board cells accordingly to validated moves
- calculates damage for both tanks and player

- GameBoard

FortressDefense

- creates move processor
- creates UI

- Initializer
- MoveProcessor
- UI

UI

- prints game board
- prints game events
- gets user input

- MoveProcessor

Initializer

- creates player
- creates board maker