

Cell

- Knows if occupied
- Knows tank's name if placed
- Knows neighbours
- Changes name of the cell
- Returns the name of the cell

- Cell

Board Designer

- Knows rows
- Knows columns
- Designs the board

Board

- Knows number of rows
- Knows number of alive tanks
- Knows number of columns
- Knows the actual map
- Prompts to make a grid
- Knows number of unused cells

- Cell
- Tank
- Board designer
- User

Tank

- Name of the tank
- Cells remaining
- Know damage it can cause
- Know alive/dead

Shot Analyzer

- Checks if the asked cell exists
- Checks the state of cell
- Tells the result of a shot

- Cell

User

- Knows number of tanks
- Knows user's structural integrity
- Knows next move
- Knows fortress map with the user
- Can edit the map
- Returns the map to UI
- analyze the shot

- Board Designer

Play Game

- Ask the next move from the user
- Prints the board at any point
- Prints the actual board
- Prints the structural Integrity
- Prints the outcome of a particular shot

- System
- Scanner

Fortress Defence

- main function

- Play Game