

GameMenu	
<ul style="list-style-type: none"> • Display menu • Selection menu options 	Used by: <ul style="list-style-type: none"> • GameEngine

OptionsMenu	
<ul style="list-style-type: none"> • Display options menu • Sets game parameters 	Used by <ul style="list-style-type: none"> • GameEngine

GameEngine	
<ul style="list-style-type: none"> • Control center of the game • Receives commands from menu and interacts with other classes • Execution sequence 	Contains: <ul style="list-style-type: none"> • GameMenu • OptionsMenu • Fortress • TankManager • Map

Map	
<ul style="list-style-type: none"> • 2D array of squares that represents the game map • Stores tile information of the game 	Uses: <ul style="list-style-type: none"> • Coordinate class Contains: <ul style="list-style-type: none"> • Squares

Square	
<ul style="list-style-type: none"> • Stores tile information 	Used by: <ul style="list-style-type: none"> • Map

Coordinate	
<ul style="list-style-type: none"> • Holds coordinate information • Converts user input string to ints for easier access 	Used by: <ul style="list-style-type: none"> • Map • Tank

Fortress	
<ul style="list-style-type: none"> • Player fortress • Contains health • Game over if health = 0 	Used by: <ul style="list-style-type: none"> • GameEngine

TankManager	
<ul style="list-style-type: none"> • Generate tanks • Holds an array of tanks • Calculates current attack damage 	Used by: <ul style="list-style-type: none"> • GameEngine Contains: <ul style="list-style-type: none"> • Tanks

Tank	
<ul style="list-style-type: none"> • Contains tank information • Location of this tank • Damage of this tank 	Used by: <ul style="list-style-type: none"> • TankManager