

Design Document

- 1) There will be a Board class containing variables allowing for access and potentially manipulation of size. The default constructed board will have the regular board size of (8 || 10) squares a side.
- 2) There will be a Cell (struct || class) containing the bounds of a cell for the purposes of determining if a mouse is in range for the GUI, a boolean to determine if a cell is occupied, and a function to determine which ship is within a cell for attacks.
- 3) OpenGL is used for the GUI interface of the board, with the glut libraries included.
- 4) The Catch testing interface for C++ will be used for creating and conducting unit tests.

UML Class Diagram

