Significant classes

**Desktop application**

* Game: The class acts as the main body of the gaming,
* App: Oversees the shifting between screens/ different stages of the game.
* Player: The player class contains all details related to the player ship including their name, number, location, and the direction they are facing
* Attack: Handles all the attacking mechanics for the game. Performs the necessary calculations to find the winner and loser of each attack and determines what to do based on this result.
* Tile: Super Class to IslandTile, PortTile, PlayerTile and OceanTile. Contains the image for each tile of the board and assigns properties for each separate tile e.g., Can you attack the tile object?

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| Function Requirement | Classes that meet the requirement |
| FR1 | CharacterScreenController |
| FR2 | Game |
| FR3 | CrewCard |
| FR4 | ChanceCard |
| FR5 | Treasure, Player |
| FR6 | Player |
| FR7 | PortTile |
| FR8 | FlatIsland |
| FR9 | GameScreenController, OceanTile, Player,Tile, PortTile, IslandTile |
| FR10 | Game |
| FR11 | NextPlayerScreen |
| FR12 | Attack |
| FR13 | IslandTile, TreasureIsland |
| FR14 | IslandTile, FlatIsland |
| FR15 | PortTile |
| FR16 | PortTile, AnchorBay |
| FR17 | EndGame |