

Ocean Explorer

- + final int dimension
- + final int scale
- + int[][] oceanGrid
- + Image island
- + Ship ship
- + OceanMap oceanMap
- + Image island
- + ImageView shipImageView
- + boolean caughtShip

- + OceanExplorer()
- + main(): void
- + start(): void
- + drawMap(): void
- + LoadShipImage(): void
- + startSailing(): void

OceanMap

- + islandCount: int
- + int[][] oceanGrid
- + Randoms rand

- + OceanMap(): int
- + getMap(): int
- + placePirateShip(): Point
- + placeIslands(): void
- + getShipLocation(): Point

Ship

- + xCoord: int
- + yCoord: int
- + OceanGrid: int[][]

- + Ship(OceanMap)
- + getShipLocation(): Point
- + goEast(): void
- + goWest(): void
- + goNorth(): void
- + goSouth(): void

PirateShip

- + columbusShipPos: Point
- + oceanGrid: int[][]
- shipLocation: Point
- + xCoord: int
- + PirateShip():
- + update(): void
- + getShipLocation(): Point
- + movePirateShip(): void