Class	Description	Methods	Purpose
The Game			
Board	**Extends BorderPane**		**Is an X by X array (2d) array of gridpoints.**
BattleshipGui			**Controls the UI elements and switching between them**
ShipPlacerView	**Implements Observer**		**Allows the users to place ships before the game**
MainMenuView	**Implements Observer**		**Allow the user to select difficulty and how to play**
GameView	**Implements Observer**		**The UI of the game. Updates after every move**
Gridpoint	**Extends Button**		**Represents a gridpoint on the board. Holds a ship object, and if it has been hit**
Ship (superclass)		**isSunk() numHits() getSize() getName()**	**Represents the ship object**
AircraftCarrier	**Extends Ship**		
BattleShip	**Extends Ship**		
Destroyer	**Extends Ship**		
Submarine	**Extends Ship**		
Gunboat	**Extends Ship**		
ComputerPlayer		**guessSpot() setDifficulty()**	

AIStrategy	**Interface**		**Represents the current AI strategy**
EasyAI	**Implements AIStrategy Extends observable**		
HardAI	**Immplements AIStrategy Extends observable**		
Observer			**Changes UI, such as going from main menu to ship placement to the game and back**
Observable			**Makes elements observable**