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Game	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Manages player• Maintains the game loop• Initializes the collaborators (IE: health, tanks)	<ul style="list-style-type: none">• Board• Player• Input• View

Board	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Manages tanks• Manages the tile characters• Manages the placements of tanks• Attacks player• Checks for if the game is won or lost	<ul style="list-style-type: none">• Tank• Tile

Tank	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Manages its own damage• Manages its own health	<ul style="list-style-type: none">• Location

Location	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Manages row and columns	

Tile	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Manages the tile states	

Player	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Manages the structural integrity	

Input	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Manages user input and does error checking	

View	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Manages the printing of the board	