A screenshot of a computer

Description automatically generated

# Inheritance

* Easy AI class inherits from Player class

# Composition/Aggregation

* Player has a playerBoard (aggregation with board)
* GameManager references Player objects (player1, player2) and AI(EasyAI)
* Board aggregates Ship objects
* Ship references position

# Dependencies

* GameManager relies on methods and objects from Player and Board
* Player interacts with Board and Ships for gameplay

**Contributions Breakdown**

# Dimitrije

* Designed Player class
* Designed Board class
* Designed AI
* Code Integration

# David

* Designed Position class
* Designed UML document
* Code Integration

# Ciarán

* Designed Game Manager class
* Write up of player contribution and OOP documentation
* Code Integration

# Eoin

* Designed Ship class
* User Manual write up
* Code Integration

