For this particular assignment, the observer pattern works well because the core functionality operates around a player ship moving on the grid, and a pirate ship observing and directly responding to that movement by moving closer to the location which the player ship moved to. Thus, the pirate ship must be updated whenever the player ship moves so that it can respond accordingly. I chose to implement the ocean map as a multidimensional integer so that I could store different values in each cell depending on what was located there. As such, I created an enum of ocean items which stored unique integer values for the ocean, islands, the player ship, and the pirate ships. Doing so not only allowed for possible expanse of different ocean items, but also aided in the movement of the ships by forcing them to avoid moving to any cell that is not an ocean cell.