

Player

R:

- determines if game has been lost
- determines if a "hit" has resulted in a sinking (and if so which ship)
- places ships during set up

C: Board, Boat, Game Manager

Game Manager

R:

- facilitates set up + turn taking
- communicates moves + results to appropriate player
- takes user input

C: Player

Board

R:

- keeps track of ship positions (primary grid) and moves taken (target grid)
- determines outcome of ~~move~~ move taken
- renders self to display to player

C: Player

Boat

R:

- holds status (sunk, afloat)
- changes + communicates status via interaction w/ Player
- tracks boat coordinates

C:

Player