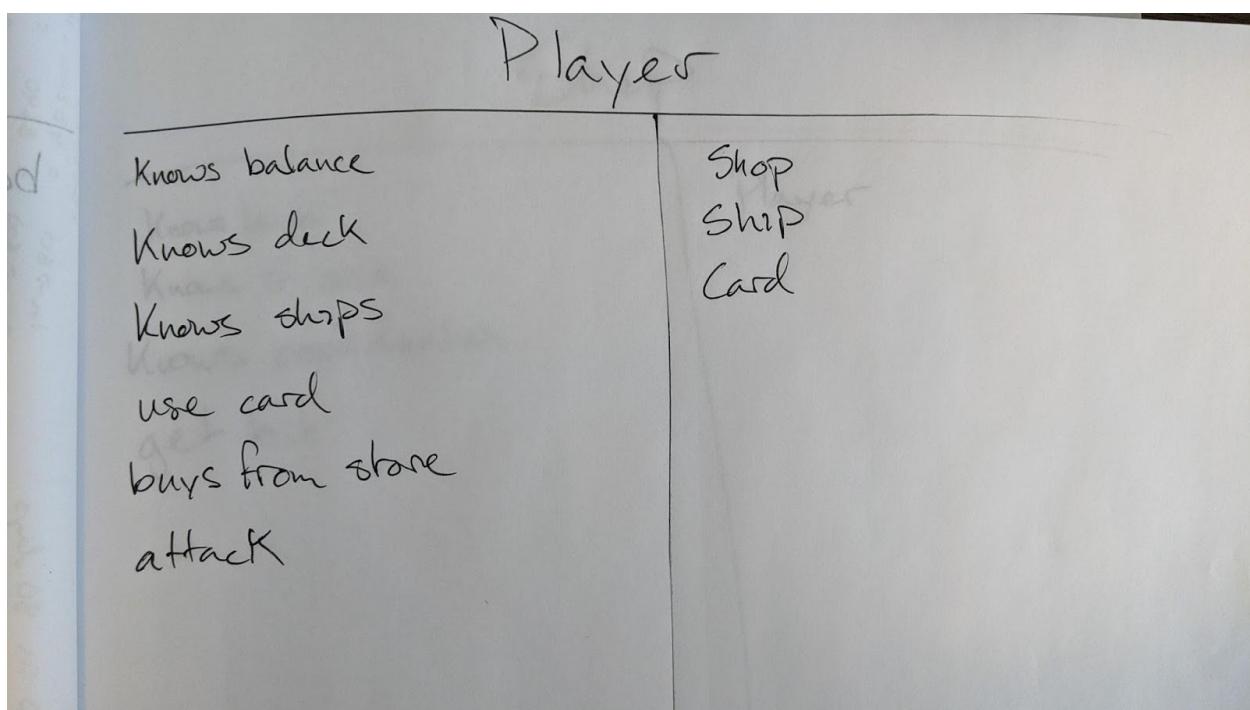
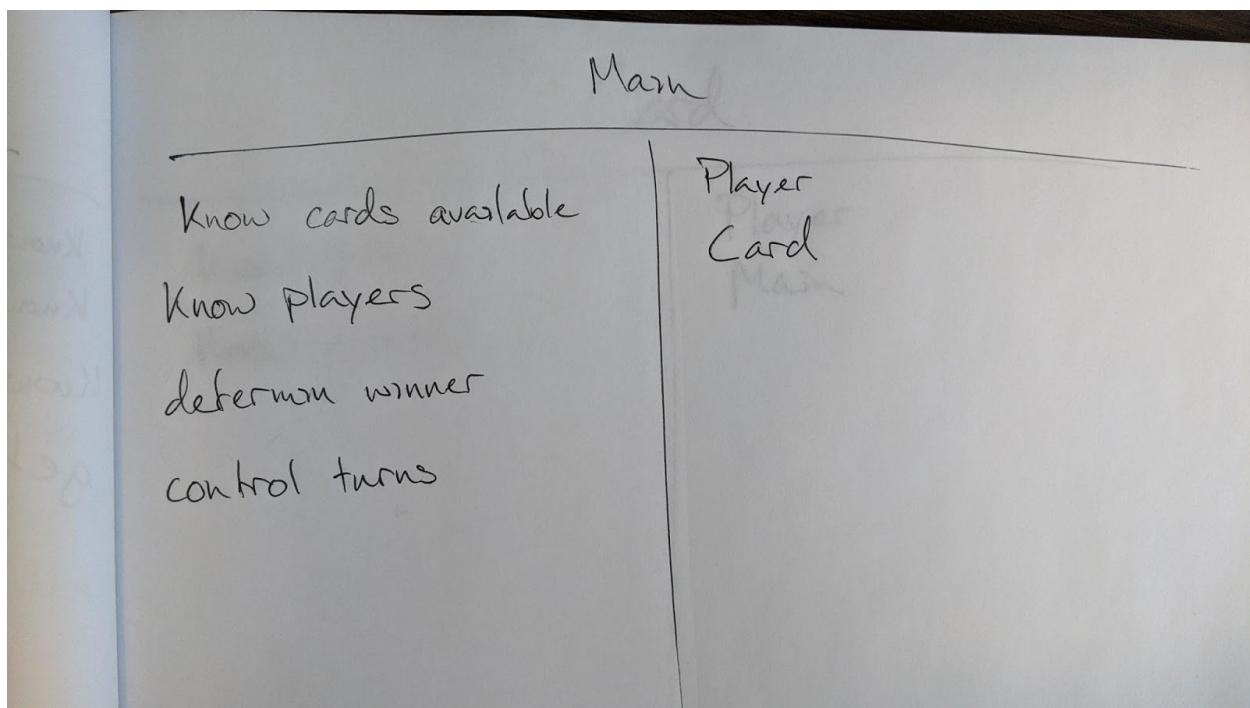


CRC Cards:



Ship

Knows length
Knows if sunk
Knows coordinates
get hit

Player

Card

Know price
Know ability

Player
Main

Board

- Knows location of cells, ship cells, and Captain Quarters cells
- knows it's dimensions
- can attack it's cells

Cell
Ship Cell
Captains Quarters

Cell

- Receives hits

Ship Cell
Board

Ship Cell

(inherits cell)

- Receives hits
- Alerts ships
of hit status changes

Board
Cell
Captains Quarters
Ship

Captains Quarters

(inherits Ship Cell)

- Receives up to
two hits
- Alerts ships of
hit status
changes

Ship
Board
Ship Cell