

ApplicationController	
<i>displays welcome</i>	GameBoard
<i>manage gameplay prompts</i>	InputValidity
<i>manage win / lose</i>	Fortress

InputValidity	
<i>manage invalid inputs</i>	ApplicationController
<i>displays error messages</i>	

GameBoard	
<i>displays game board</i>	ApplicationController
<i>manages hit / miss markers</i>	TankPlacement
	Tank