Tank		
manage damage	GameBoard	
manage firepower		
manage compartment locations		
TankPlacemen	nt	
manage random tetromino placement on board	GameBoard	
Fortress		
manage fortress health	ApplicationController	

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

InputValidity		
manage invalid inputs	ApplicationController	
displays error messages		

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