

GameState	Tile	Laptop	TugBoat	UIDriver
player_one_board player_two_board turn player_one_ships player_two_ships fire() add_ship()	top_left bottom_right hitstr	player_num screen_wid screen_height tile_size gen_grid()	rect color dragging size surface draw() update()	width height window clock bgcolor icon_path icon p1_laptop p2_laptop cur_laptop go_button ship_count draw() wait_for_shot() wait_for_go() draw_go() go_clicked() draw_title() draw_ship_nums() draw_ship_box() draw_laptop() draw_grids() title_clicked() get_ship_placements() do_text_screen() draw_shot_result() draw_gameover() draw_main_menu() draw_button up_button_clicked() down_button_clicked() erase()
in UI folder: Laptop.py, TugBoat.py, and UIDriver.py				
in TugBoat: Logger.Logger, pygame				
in Laptop: pygame				
in UIDriver folder: Logger.Logger, pygame, sleep, UI.TugBoat				
in GameState folder: GameState.py				
in GameState: pandas as pd				
Logger folder has Logger.py has datetime and os				
in main.py has UI.UIDriver, GameState.GameState, Logger.Logger and sleep				