Location

• Knows if it is occupied by a ship • Knows its status • Know which ship occupies it	• Ship • Grid

Grid

• Creates itself • Knows the status of each Location and whether there is a ship at it • Knows/has ships that belong to it • Places all of its ships by asking player to place them • Knows if all ships have sunk	• Location • Ship • Player

Ship

• Knows its type, i.e. its subclass • Knows its health • Knows its length • Knows its captain quarter's health • Knows if captain's quarters is destroyed • Knows if it has sunk	• Location • Grid

Weapon

• Knows how many uses it has • Knows if it can be used • Knows its function/how it is used	• Player • Grid

Player

• Has a Grid • Has weapons and • Knows the type of each weapon and whether it can be used • Takes a turn by using a weapon on a given location • Knows if it has to surrender	• Grid • Weapon • Game

Game

• Has two players • Starts the game • Alternates turns between the players • Ends the game/ knows when a player has surrendered	• Player