

Ship

- Position
- Ability to Move
- Track its Damage

Board
Player
Perks
 { Minesweeper }
 { Destroyer } Instances
 { Battleship }

Move Ship

- Extends Perk class
- Moves ships around board once per turn

Perk
Board
Ship

UAV

- Gets Called by and Extends Perk Class
- reveal a 4x4 block on Board to Player

Perk
Board
Player

Radar

- Called by and Extends Perk Class
- Allow Player to select Spot on board
- Reveal that spot w/ adjacent Ships

Perk
Player
Board

Perks

- Implement Nuke
- Implement VAV
- Implement Radar
- Implement Move Ship

Board
Player

Ship

- Position
- Ability to Move
- Track its Damage

Board
Player

Perks

{ Minesweeper }
{ Destroyer } Instances
{ Battleship }

Board

- Have a fixed 2-D Size
- Track Ship positions
- Track Hits / Misses
-

Ships
Player
Perks

Class Player

Tracks player name,
score, hits, misses,
and other player stats.

Also keeps track of
the perks available to
the players.

Collaborators

Board class

Perk class