|  |  |  |
| --- | --- | --- |
| Square | | |
| - | Int | xCoordinate |
| - | Int | yCoordinate |
| - | Ship | shipThere |
| - | bool | hasBeenShot |
| + | void | Square(int xCoordinate, int yCoordinate)) |
| + | void | Square(int xCoordinate, int yCoordinate, Ship shipThere)) |
| + | void | Square( Square square) |
| + | Square | placeShipOnto(Ship ship) |
| + | int | getX() |
| + | int | getY() |
| + | bool | Equals(Square obj) |
| + | bool | shoot() |
| + | bool | isShot() |
| + | bool | isShip() |
| + | String | toString() |
| + | bool | hasShipSunk() |

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| --- | --- | --- |
| Ship | | |
| + | Square[] | position |
| - | Bool | isSunk |
| + | Void | Ship( Square[] position) |
| + | Bool | getShot( Square square) |
| - | Void | updateIsSunk() |
| + | Bool | getIsSunk() |
| + | String | ToString() |

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| --- | --- | --- |
| BoardLimit | | |
| - | Int | MAX\_X\_COORDINATE |
| - | Int | MAX\_Y\_COORDINATE |
| - | Int | MIN\_X\_COORDINATE |
| - | Int | MIN\_Y\_COORDINATE |
| - | BoardLimit | limit |
| + | BoardLimit | Get() |
| + | Int | maxX |
| + | Int | maxY |
| + | Int | minX |
| + | Int | minY |

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| --- | --- | --- |
| Player ( Interface ) | | |
| + | Square | MakeMove(Board board) |

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| --- | --- | --- |
| Narrator | | |
| + | void | displayIntro( TextBlock msgTxt) |
|  |  |  |
| + | Void | displayNameFoundSaved(TextBlock msgTxt, string name) |
| + | Void | newName(TextBlock msgTxt, string name) |

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| Animations | | |
| + | Void | TypeWriter(string textToAnimate, TextBlock txt, TimeSpan timeSpan) |
| - | void | TypeWriter(string text, TextBlock txt) |

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| Ai | | |
| + | Square | MakeMove( Board board) |
| + | Square | randomMove( Board board) |
| + | Square | smartRandom(Board board) |
| + | Square | finishShip( Board board) |

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| --- | --- | --- |
| Easy | | |
| + | Square | MakeMove( Board board) |

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| --- | --- | --- |
| Medium | | |
| + | Square | MakeMove( Board board) |

|  |  |  |
| --- | --- | --- |
| Hard | | |
| + | Square | MakeMove( Board board) |