

Player
-board (matrix) -shipList [Ship, Ship, ...]
+boolean allSunk() +void shoot(tuple coords) +void setBoard() +boolean_placeShip()

PyGame Loop
-runningGame (Battleship)
+ _pixToCoords(tuple pix) + _coordsToPix(tuple coords) +setUpGame(int numShips)

Battleship
-boardZero (player) -boardOne (player) -turn (int)
+void _switchTurn() +int _checkWin() +int takeTurn(tuple coords)

Ship
-coords [tuple, tuple, ...] - _hitFlag [bool, bool, ...]
+boolean isHit(tuple coords) +boolean isSunk()

AI Battleship
-difficulty(string)
+ randomPlaceShips() + aiTurn() + aiEasyTurn() + aiMediumTurn() + aiHardTurn()

SoundManager
-soundManager()
+ playHit(): + playMiss() + playSink()

AnimationManager
-animationManager()
+ animateHit() + animateMiss() + animateWin() + animateLoss()