Polyomino	
● Randomly generates configuration and position when constructed	● Fort

Fort	
● Manages a Polyomino ● Manages an identifying letter ● Calculates if it is hit when given a coordinate ● Calculates points when shooting and being shot at	● Polyomino

UserInterface	
● Manages user input (where to shoot, how many opponents)	● GameManager

GameManager	
● Manages a Map ● Manages the game loop ● Manages printing the layout ● Manages the Forts ● Manages shooting	● Fort ● Map ● UserInterface