

Grid

Responsibilities:	Collaborators:
• Tracks ships	• Ships
• Randomize obstacles	• Obstacles

Player

Responsibilities:	Collaborators:
• Name/icon	• Powerups
• Won games	• Weapons
• Store available weapons/powerups	

Influence

GUI

Responsibilities:	Collaborators:
• Display grid	• Grid
• Display player info	• Player
• Updates display	

Event

Responsibilities:	Collaborators:
• Relay user input from last player	• System/message
• Check if game over	• Grid • Ship

Ship

Responsibilities:	Collaborators:
• Keep track of hits	• Grid
• Keep track of position	X

Obstacles

Responsibilities:	Collaborators:
- Shape, location, state (solid, g.s., etc.)	• Grid

Weapons	
Responsibilities:	Collaborators:
<ul style="list-style-type: none">• Store type• Store tooltip for player to read	<ul style="list-style-type: none">• Player
Power Ups	
Responsibilities:	Collaborators:
<ul style="list-style-type: none">• Store type• Store tooltip for player to see	<ul style="list-style-type: none">• Player