

GameUI	
Responsibilities	Collaborators
Prints all outputs to the screen. Takes in user input from the keyboard. Validates user input. Manages the game flow (print msg, print map, prompt user, get result and display results). Knows the component responsible for managing the game state (GameSystem).	GameSystem

GameSystem	
Responsibilities	Collaborators
Handles game logics (checking and registering whether a user shot was successful, checks winning/losing conditions, calculating score etc). Knows the game map (FortMap). Knows how remaining fort size of each opponent team. Knows opponents total points earned. Knows how to translate between the fort size and points.	FortMap

FortMap	
Responsibilities	Collaborators
Initializes the game map (consisting of Fields) Randomly places pentominoes on the game map (random shapes, at random locations). Handles the state of the game map. (registering hits, changing data stored in each field, etc) Translates user inputted coordinates (example: "A10") to internal map coordinates (pair of integers).	Field

Field	
Responsibilities	Collaborators
Knows who occupies this field (fort/opponent ID). Keeps track of whether this field has been hit. Updates hit status. Updates occupancy status.	