

CRC

Class Name: GameSystem

Responsibilities	Collaborators
knows fortress knows battle field knows player starts the game generates field generates tanks places tanks in field manages win/lose conditions manages game board information	fortress battlefield player

Class Name: Player

Responsibilities	Collaborators
knows fortress manages gun fire location manages starting/ending turns	fortress

Class Name: CPU

Responsibilities	Collaborators
knows fortress manages gun firing at the fortress manages starting/ending turns	fortress

Class Name: Fortress

Responsibilities	Collaborators
knows structural strength knows battle field fires gun	battlefield

Class Name: Tank

Responsibilities	Collaborators
knows shape knows tank cells knows tank id manages damage of gun fires gun	tank cell shape

Class Name: Battlefield

Responsibilities	Collaborators
manages tanks marks field cells manages user's perspective of field manages system's perspective of field	tank

Class Name: Shape

Responsibilities	Collaborators
knows shape type manages shape generation	

Class Name: Cell

Responsibilities	Collaborators
knows coordinates	

Class Name: Tank Cell

Responsibilities	Collaborators
knows coordinate knows structural condition (damaged or not)	cell