

	MACHINE Battleships	
	SETS REPORT = {Player_1_Hit,...,Player_2_Deployed}	
	VARIABLES (5 more)	
	CONSTANTS (7 more)	
	OPERATIONS (6 more)	

INCLUDES

	MACHINE GameStateMachine	
	SETS PLAYER = {Player_1,Player_2} GAME_STATE = {Deploying_Fleets,...,Won_Player_2}	
	VARIABLES (2 more)	
	OPERATIONS (4 more)	