GamePresenter

- view_instance: GamePresenterInterface
- player type: PlayerTypeEnum
- + trigger_view_event(event: any, params: dict): dict

GamePresenterInterface

+ trigger_view_event(event: any, params: dict): dict



GameView

- screen: _CursesWindow
- get_centered_position(size: tuple[int, int]): tuple[int, int]
- + draw_start_page(params: dict): dict
- clear_screen(): None
- + prompt_ship_init(params: dict): dict
- + prompt_user_attack(params: dict): dict
- + prompt_wait_page(params: dict): dict
- + draw_game_over_page(params: dict): dict
- + draw_grid(params: dict): dict
- print_board(params: dict): dict