



Menu
+ optionen: Array
+ single_player_options: Array
+ multiplayer_options: Array
+ display(): void
+ select_option(): void
+ single_player_menu(): void
+ multiplayer_menu(): void
+ leaderboard(): void
+ run(): void

Game
+ board: Board
+ current_pos: Array
+ move_matrix: Array
+ win: boolean
+ confirm_key: String
+ miss: boolean
+ is_bot: boolean
+ handle_keyboard_event(matrix_one, matrix_two): boolean
+ update_board(move_matrix, matrix_one, matrix_two): void
+ move(matrix_one, matrix_two, direction): void
+ mark_destroyed_boat(matrix, row, col): boolean
+ check_for_game_ending(value_matrix): boolean
+ mark_destroyed_boat_surrounding(value_matrix): void
+ check_for_detroyed_boats(row, col, value_matrix): boolean
+ attack(value_matrix, matrix_two): boolean
+ bot(matrix_player, matrix_bot): boolean
+ singleplayer(player_one_matrix): boolean
+ multiplayer(player_one_matrix, player_two_matrix): boolean